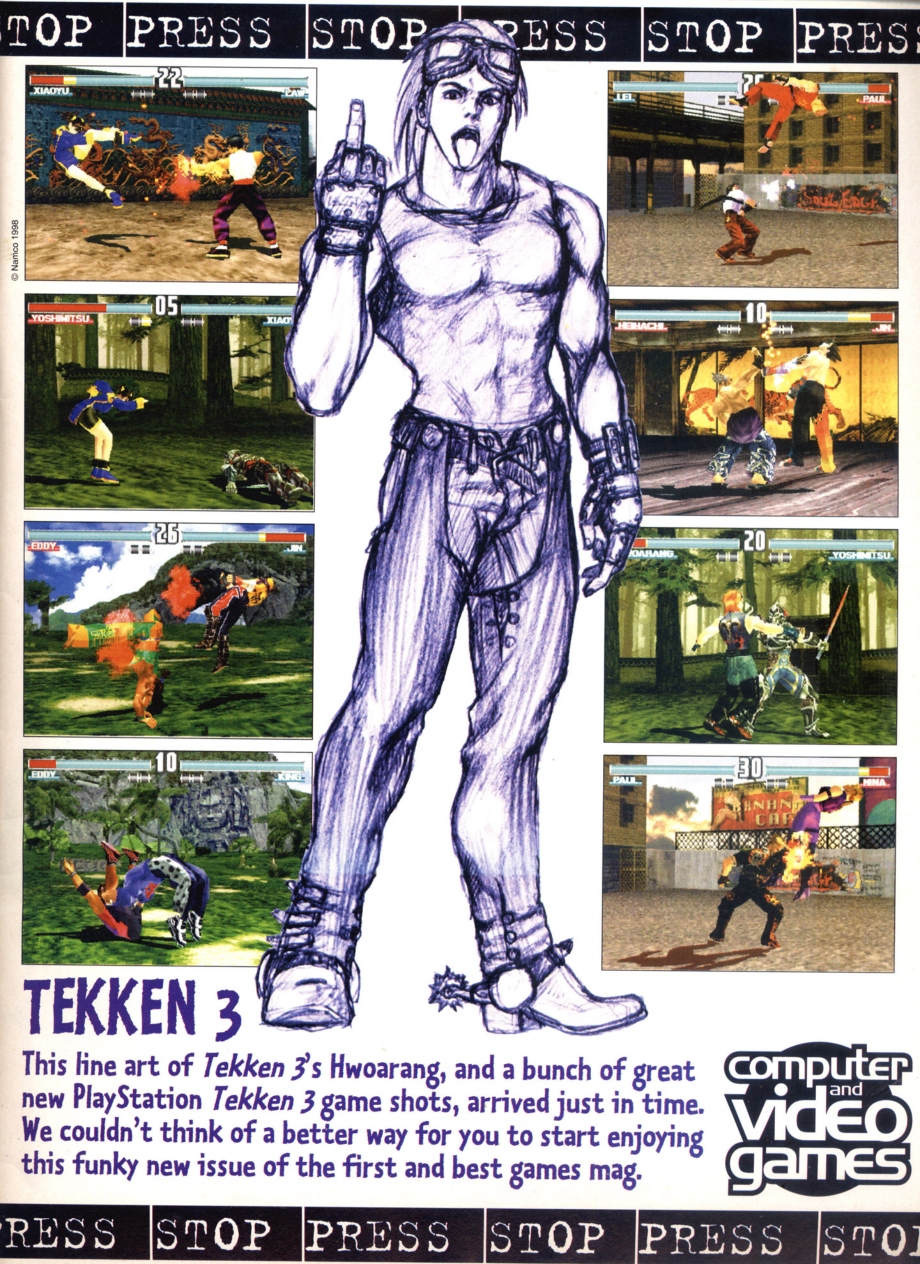

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RESIDENT EVIL 2
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THE WORLD'S FIRST AND BEST NO.1 GAMES MAG!
THIS ISSUE
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ALUNDRA
GRAN TURISMO
PLUS MORE
YOSHI'S STORY
WHY IT'S SO COOL
#197 APRIL 1998
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PANZER DRAGOON RPG KLONOA STREET FIGHTER EX II TIME CRISIS 2



THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH


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22
XIAOYU
LAW
LEI
PAUL
05
YOSHIMITSU
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HEIHACHI
JIN
26
EDDY
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20
YOSHIMITSU
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KING
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PAUL
NINA
TEKKEN 3
This line art of *Tekken 3*'s Hwoarang, and a bunch of great new PlayStation *Tekken 3* game shots, arrived just in time. We couldn't think of a better way for you to start enjoying this funky new issue of the first and best games mag.
computer and video games
PRESS STOP PRESS STOP PRESS STOP

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COMPUTER AND VIDEO GAMES #197 APRIL 1998



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SONY PLAYSTATION

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FREE 16 PAGE PULL-OUT!!

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Frida and Heat – dancing heroes from 'Bust A Move'. Get down on it baby! Get do-own on IT!

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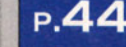


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FUNKOMATIC FAN-BASE FANTABULATOR

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AWESOME ENTERTAINMENT

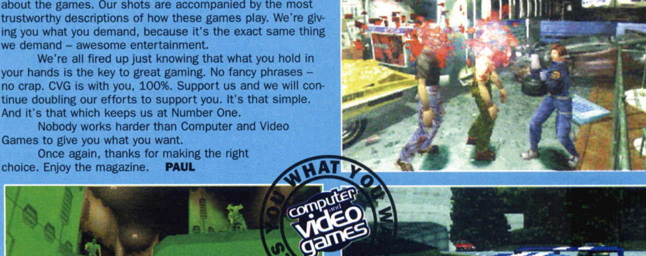
Thanks for buying CVG. Hope that you think we deserve your £1.50, since we aim to provide value ten times the asking price.

Month after month the CVG team give you the best screen-shots around, showing you exactly what's so cool about the games. Our shots are accompanied by the most trustworthy descriptions of how these games play. We're giving you what you demand, because it's the exact same thing we demand – awesome entertainment.

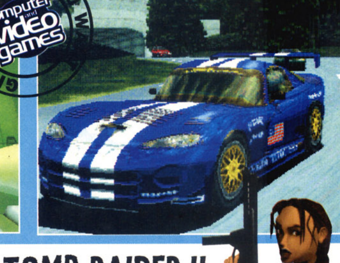
We're all fired up just knowing that what you hold in your hands is the key to great gaming. No fancy phrases – no crap. CVG is with you, 100%. Support us and we will continue doubling our efforts to support you. It's that simple. And it's that which keeps us at Number One.

Nobody works harder than Computer and Video Games to give you what you want.

Once again, thanks for making the right choice. Enjoy the magazine. **PAUL**







GIVES YOU WHAT YOU W... computer and video games

The HMV CHALLENGE computer and video games

TOMB RAIDER II FINAL ROUND

Congratulations to David Gearing from Leeds, winner of the *Tomb Raider 2* HMV/CVG Challenge.

David managed the fastest time on Lara's assault course, beating Sam Berman, Michael Lai, and Eddie Harrison to set an incredible record. Something like one minute, 12 seconds.

For his efforts, David picked up a limited edition *TR2* flying jacket, and £100 worth of HMV gift vouchers. Everybody, including David, also walked away with an Eidos record bag, which contained a *TR2* pen, t-shirt, fleece, and mug. The runners up also received £25 worth of HMV vouchers. Bet you wish you'd taken part now, eh?

CVG is talking to HMV about the next Challenge. Expect it to be the best one ever.



Challenge winner, David Gearing, smiling perhaps a little bit too much! Good to see so many people turn up to see him win though.





PHOTOS: TABATHA FIREMAN

CVG RATING SYSTEM




5...EXCELLENT

Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.





4...VERY GOOD

Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.



3...GOOD

Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2...PRETTY BAD

Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1...VERY POOR

Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

STARS OF THE MONTH

BURNING RANGERS

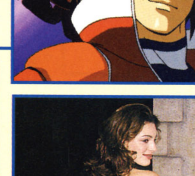
We love it when it's time for the next Sonic Team game. Can't wait for *Burning Rangers*, we know it's going to be special. Keep smiling Saturn fans.





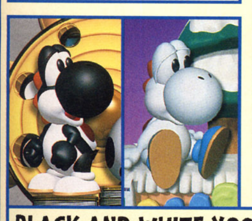
GRAN TURISMO

Paul was chuffed to bits when he met up with Team Yamauchi this month. They are truly great guys, and proved it by making one of the best games ever.





Kelly Brook, looking cool. Or is that freezing cold? Makes us shiver anyway.



BLACK AND WHITE YOSHIS

The coolest secret characters since Akuma in *Super Street Fighter* – maybe. Well, if it were up to Paul they would be. Which it is. So here they are.

KELLY BROOK

We like to think that Kelly is our mate, since she presented the awards at the Golden Joysticks last year. Kelly likes paintballing too, which makes her cool.

NUMBER ONE GAMES MAGAZINE IN THE UK

EDITORIAL

PAUL DAVIES



EDITOR

CURRENT FAV GAMES:
- YOSHI'S STORY
- GRAN TURISMO
- R-TYPE I & II
- GOLDENEYE
- BUST A MOVE

Paul Davies always wanted to play video games for a living. At least he always wanted to know all about them. Stuff the computer itself – people writing programs and that. No, Paul took one look at *Space Invaders* on the Commodore Pet and his destiny was set in silicon. A brief period of wanting to be a rock star was all that came between Paul and his games. But you can bet that if he ever became famous like that, the next Christmas Number One would be Pac-Man We Love You..

TOM GUISE



DEP EDITOR

CURRENT FAV GAMES:
- LOST WORLD COIN-OP
- BUST A MOVE
- HOUSE OF THE DEAD
- GRAN TURISMO
- GTI CLUB RALLY

Obviously Tom's ambition in life is to be totally late, and never on time, for absolutely everything. If it isn't, we feel desperately sorry for him. What Tom needs is a chap who understands the human condition, would even lay his life on the line to save another human soul from suffering. But for the life of us, readers, we just can't think of such a person that exists. Can you help us find this person? If you know of a charitable man who will help Tom achieve his true ambition, write and let us know.

ED LOMAS



SENIOR WRITER

CURRENT FAV GAMES:
- QUAKE 2
- GRAN TURISMO
- ERGHEIZ
- MARVEL VS CAPCOM
- SF COLLECTION

When a man such as Ed gets a haircut, you know there's something big going down. We're talking Major Image Surgery. Ed plays guitar. Perhaps he's going to give up on games to become the next Steve Vai. Could Ed become the next man responsible for another Dave Lee Roth come back? Is there... is there somebody in the office Ed fancies?! A girl perhaps? Or did somebody finally complain about the dingleberries hanging off Ed's split ends after using the toilet? Mystery man, Ed Lomas.

STEVE KEY

SENIOR WRITER

CURRENT FAV GAMES:
- RESIDENT EVIL 2
- MOTORHEAD
- BREATH OF FIRE III
- GRAN TURISMO
- QUAKE 2

Just surviving is ambition enough for some of us. When you're Steve Key, plain boring survival can be a flinkin' miracle in itself. Should Steve manage to successfully negotiate life – such as he regards it – without losing a vital organ, or a couple of limbs. Should Steve Key live to see his 70th birthday through two fully-functioning eyeballs, and for this day not to be celebrated from a freezing-cold tent in a Siberian Penal Colony, this will be quite an achievement. And we hope to have lived to tell his tale.

ALEX HUHTALA

STAFF WRITER

CURRENT FAV GAMES:
- RESIDENT EVIL 2
- BUST A MOVE
- GRAN TURISMO
- DIDDY KONG RACING
- TIME CRISIS 2

If it ain't cool, Alex ain't the fool gonna go for that. Huhtala's the cat gonna get all the cream when it comes to living the dream. Ain't nobody gonna change the way it is, cause that's the way it is. He made it that way, you see. Some fellers they think they've got something, but they don't because Alex, he already got it all. He was there before you were born. Before your Bother, your Sister, your Mother, your Father, your number one guy on the family tree ever came to be. Alex, man. Alex. Huh. Tah. Lah. Lee.

JAIME SMITH



ART EDITOR

CURRENT FAV GAMES:
- BUST A MOVE
- QUAKE
- CUTTING
- CARVING
- HYPER SPORTS

Since Jaime's so good at sports, we reckon he used to be a real unhealthy bloke in a past life. A real unhealthy bloke who decided that he would dedicate his cholesterol self to the purpose of charity. Such a gentle fellow was he, so kind and considerate towards his fellow man, that God himself decided to give Jaime another chance on this fair earth. We're almost certain that this is true, because for a perfectly healthy, energetic young man with such good looks, Jaime's just too nice a guy. Sniff.

TONY CORMACK

DESIGNER

CURRENT FAV GAMES:
- ACTUA SOCCER 2
- COOL BOARDERS 2
- WIPEOUT 2097
- R-TYPE I & II
- BUST A MOVE

In 60 years time, there will be a huge Design Agency called Cormack and Caramac. This will have been founded by Tony Cormack, in alliance with his favourite toffee-flavoured chocolate bar. Tony will be the best designer in the world. Even if it means getting so rich that he can buy all the design agencies that exist and sack all the employees. Then hire himself as the only designer in the world, and therefore the best. But we jest. Yes, Tony Cormack will have his name on your Zimmer. And you won't see him coming.




NEWS

[SONY RE-INVENT GAME BOY]

Sony Computer Entertainment Inc (SCEI) of Japan have developed a new gadget called the Personal Digital Assistant. It is an extension of the PlayStation memory card, though it is not being sold as a PlayStation peripheral but as a new product in its own right. The PDA will be available in Japan this winter, and will be available in the UK sometime after that. No firm dates have so far been confirmed.

The PDA has a 32-bit RISC processor, an LCD screen, quality sound capabilities (see specs), and can communicate with another PDA using infra red. It is also planned for the PDA to communicate with other infra red devices, such as a digital camera, but this will require custom application software.

Game-related applications are obviously the main drive behind the PDA, and SCEI have made it clear that PDA is not aimed for business or office applications. The PDA, they say, is "for personal entertainment, including gaming".

All software is loaded up using the PlayStation's CD-ROM drive, via the memory card port. Information can also be uploaded onto the PlayStation from the PDA – any modifications you have made to a program while on the move.

Batteries to power the PDA are only required to support the clock function and 32-bit CPU, so should be the size of a watch battery. All the information is stored in flash memory, similar to a standard memory card which does not require any power.

Exactly how sophisticated games on the PDA can be when the screen is only the size of a Tamagotchi is a bit of a concern. The PDA does seem more suited to telephone directories, and memos. However the prospect of exchanging PlayStation data with other people without the need for a PlayStation could be the start of something cool.

SPECIFICATIONS:

CPU:	ARMT7T 32 bit RISC processor
Memory:	SRAM 2K bytes Flash RAM 128K bytes
Graphics:	32 x 32 dot monochrome LCD
Sound:	Piezoelectric speaker (4 bit PCM)
Switches:	5 input buttons 1 reset button
Others:	Bi-directional infra red communication LED Calendar function Identification number Battery

The Sony advertisement which caused so much controversy this month.

[SONY WITHDRAW COOLBOARDERS 2 AD]

Sony had to answer to a bunch of concerned parents this month over their *Cool Boarders 2* ad. Certain enraged parties claimed the ad hinted at drug abuse. Of course this is all a big mistake, but Sony withdrew the ads anyway. The official response, however, is this: 'The advertising is written in snowboarder parlance and is meant to reflect the adrenaline rush of the sport. This is the language that snowboarders use'. Tony Cormack, our resident skater, vouches the same.

Nintendo spend $30 million to make sure their biggest games sell in the US!

[SEGA SPEND $100 MILLION TO LAUNCH NEW MACHINE]

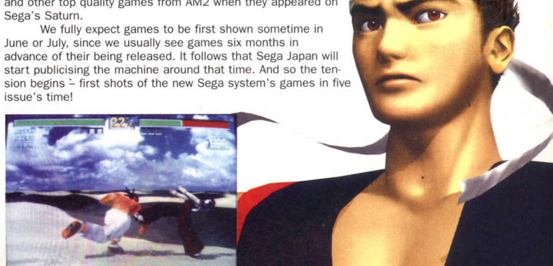
Sega of America have announced that they plan to spend $100 million to launch their new console in the US. That's 25 times as much as Sony used to launch PlayStation in the UK, but only three times the amount Nintendo spend to promote their big games in the US. We're hoping Sega won't need to waste any money at all marketing the machine, as it's supposed to be awesome – we don't need to be treated like suckers.

[SEGA MACHINE FOR NOVEMBER IN JAPAN]

Japan will have Sega's new 128-bit console in November this year, it is hotly rumoured. The UK, however, will have to wait until September 1999 at the earliest.

The main reason for this is obviously due to the time it takes to adapt the system to play on a British format. An additional, but not so hot, reason is that Sega of Japan don't expect that western players will buy the new machine solely on the strength of *Virtua Fighter 3*. This should be a lesson to all those who rebuked the mighty *Fighters Megamix*, and other top quality games from AM2 when they appeared on Sega's Saturn.

We fully expect games to be first shown sometime in June or July, since we usually see games six months in advance of their being released. It follows that Sega Japan will start publicising the machine around that time. And so the tension begins – first shots of the new Sega system's games in five issue's time!



[MILK BOG-ROLL BREAD AND PLAYSTATION]

You can pick up a PlayStation at Tesco now, and for only £99. But instead of being happy about this, what with everybody throwing a PS in their trolley along with groceries, Sony are acting concerned. They have a case. The official Value Pack includes an additional controller, an RF aerial adaptor, and a memory card. According to Managing Director of SCE UK the Tesco pack does not. So when you buy the Tescos pack your missing out on £54.97 worth of merchandise. Whatever, we don't think Sony should be so down on this, since Tescos are obviously making it very easy to find a PlayStation on a Sunday afternoon when there's nothing else to do. Watch this space for developments – like PlayStation doubling its sales in the next four weeks.



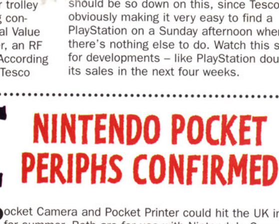
[DEAD OR ALIVE PS]

Sony will publish Tecmo's *Dead Or Alive* in the UK. In case you walk into every arcade with your eyes shut, *Dead Or Alive* is the 3D fighter in which all the girls have huge bouncy chests like water beds. Besides all that, *Dead Or Alive* is technically a great game, so we're looking forward to it more than somewhat. Expect *Dead Or Alive* to give you two black eyes in June.

Great-looking game.



Pocket Monster Virtual Pet, featuring Pikachu – the lightning-bolt Pockemon.



[NINTENDO POCKET PERIPHS CONFIRMED]

Pocket Camera and Pocket Printer could hit the UK in time for summer. Both are for use with Nintendo's Game Boy Pocket, which is still going strong as the only hand-held game console worth owning.

With Pocket Camera you can take a photo of someone's face, then mess around with it in a basic art program. There's also a selection of three games: juggling ('Ball'), music mixing, and an old-fashioned shoot 'em up. In the first two cases you can stick your face into the game for a laugh. Pocket Printer allows you to print out whatever it is you've created using Pocket Camera.

There's no news as to how out of pocket the new add-ons will make you, but expect both Pocket Camera and Pocket Printer to cost less than £40 each.

[DAYTONA 2 HELD BACK]

Sega have delayed the arrival of *Daytona 2* until later in the year. This is because they want to give *Sega Rally 2* a head start. Consequently *Daytona 2* was a no show at the world's biggest arcade trade show, the Tokyo AOU. (Report next issue)

[POCKET MONSTER UPDATE]

It is now almost certain that the *Pocket Monster* (*Pockemon*) animation series will air on British terrestrial TV. According to THE Games, who will handle *Pockemon* on Game Boy, the cartoon will air sometime in October. This will provide great support for the game which is due to hit in November.

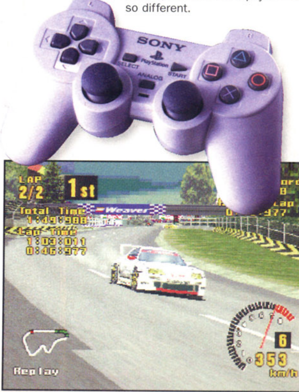
Meanwhile in Japan, where the *Pockemon* craze is growing all the time, Nintendo have just released a *Pockemon* virtual pet. It's called *Pikachu Pet* and allows you to concentrate solely on raising the most popular Pockemon in the series. Doubt this will ever happen in the UK, which is probably a relief for most people. *Pockemon* in general, though, WILL RULE. You'll see.



This is the game you're younger brother will be driving everyone crazy with this Christmas. Chances are you'll be hooked too. It's brilliant.

[DUAL SHOCK FOR UK]

Sony are bringing their Dual Shock controllers to the UK in May, to coincide with the release of *Gran Turismo*. The Dual Shock is a modified version of the vibrating analogue controller which was only available in Japan. It provides various degrees of feedback depending on the situation, similar to how the N64 Rumble Pack works. The tactile response from the new Dual Shock is especially convincing in Sony's race game *Gran Turismo*, as each car's physics are so different.



Experience the full potential of *Gran Turismo* when Sony bring the Dual Shock to the UK in May.

LOUISE PRIZES

Behold the born-lucky winners of our Louise competition. Or at least we have their names: **Alan Jones from Liverpool**, and **Steven Pettigrew from Airdrie**. The fellers both told us that Louise was voted by FHM readers the fourth Sexiest Woman In The World. Since they are quite correct, we're sending them the prize of a shirt signed by Louise.



[INCREDIBLE NEW MULTI-FORMAT SUIT CONTROLLER!]

We've had joysticks, joypads, and now... a joySUIT! Vectron have been developing the PowerSkin 3000XR for more than five years, and have finally revealed a prototype version EXCLUSIVELY to us at CVG!

It comes as a whole suit (one size fits all) with sensors all over it. Moving your body in any direction registers in the controller and moves the game on the inside of the high-resolution visor. For example, a fighting game requires YOU to perform the moves you want in the game, and to go faster in a sports simulation you need to run faster on the spot! As well as being an accurate analogue controller, the PowerSkin 3000XR also creates a "fully-immersive gameplay experience" by convincing your body that you are IN the game.

The headset works in a similar way to standard Virtual Reality visors, with 3D stereo sound to completely shut the gamer off from the outside world. Also, the suit has "glands" around the inside which can heat up and cool down as the game calls for it, letting the player really FEEL the game! The whole suit rumbles in a driving game, thumps (quite painfully!) when hit in a fighting game and even feels wet if it's raining in the game!

Vectron plan to release the PowerSkin 3000XR with a selection of games created especially for it, including *Power Swimming 3000XR*, *Power Bungee 3000XR*, *Power Wrestling 3000XR*, *Power Chord 3000XR* (a live guitar-playing game!), *Power Human Cannonball 3000XR*, and *Power Battle On The Street 3000XR*. Upgrades will be made available to allow you to use your favourite existing games with all the PowerSkin's features. It will be released for PC, PlayStation, Nintendo 64 and Sega Saturn on the first Wednesday in April for approximately £70. Full test of the final suit next issue.



This is only a prototype suit. Vectron say the final one will be made of figure-hugging Lycra.



THIS PAGE IS



COMING MAY 98

FORSAKEN™















CVG WORLD

ONLINE WITH COMPUTER AND VIDEO GAMES

Welcome to CVG World – the most irregular of CVG's regular sections. Poke around the net and let us know about your favourite sites, preferably ones you've made yourself (we lost a load of your Emails recently, so send them again). Either send stuff by Email (cvg.world@ecm.emap.com) or by post to:

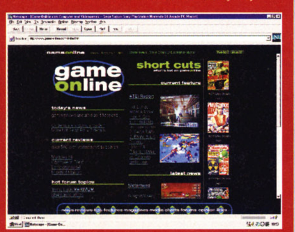
CVG World,
37-39 Millharbour,
The Isle Of Dogs,
London,
E14 9TZ

GAME-ONLINE

game online

HTTP://WWW.GAME-ONLINE.COM

Our web page has recently been redesigned and now looks a hundred times better than before. It's also a lot easier to get around and doesn't need Shockwave to run. In the coming weeks you'll be able to read what Core have been doing since they finished *Tomb Raider 2*, plus reports of Game-Online's visits to Gremlin and Activision, and loads of other stuff about top UK developers. There'll be loads of exclusive info on Ocean's Outcast (a sort of cross between *Tomb Raider* and *Turok*), a regular diary written by Graham Devine from Trilobyte about development on *Extreme Warfare*, demos of office multiplayer games, and loads more.
Plus! Soon there'll be even more CVG-related things for you to get involved with as we add online versions of Most Wanted, High Scores, Retro Ranch, FreePlay Fan and loads more, including a games quiz to test your knowledge! Bookmark the site and check it out every day.



↑ **The new main page lets you see exactly what's on Game-Online each day, and jump straight to it. Look – there's CVG! Yaaaaay!**

↑ **The forums don't look that exciting, but it's where all the action's going on. Why not join in?**

QUAKE 2 SKIN THINGS

As with the original *Quake*, plenty of homemade *Quake 2* add-ons are available on the internet for free. There are loads of levels – including conversions of popular *Doom* and *Quake* levels – to get hold of, along with all sorts of gameplay additions. Anyone who plays *Quake 2* on the internet (and if you've got a modem, you must!) should get hold of the masses of skin textures created by gamers. Practically every one available can be found at **ftp.cdrom.com/pub/quake2/graphics/skins**, but there are also loads of web sites dedicated to *Quake* skins. You can even enter your own and have a chance of winning big respect.









↑ **It's easy to make your own skin. Just open the texture in a paint program and doodle on it.**

CLASSIC GAMES CATALOGUE

HTTP://WWW.USERS.GLOBALNET.CO.UK/~DAVEA/

The Classic Games Catalogue isn't entirely a catalogue of old games. In fact, it's hardly about old games at all. Instead it has news and reviews written by UK games fans like Matthew Langan. Why not have a look – they put a lot of effort into it.

THE REAPERMEN'S HOME PAGE

HTTP://WWW.RKCS.CLARA.NET/RMPAGE/INDEX.HTM



The home of the Reaper Death Knights *Quake* Clan. It has information about the clan members and everything else you'd expect, plus some creepy MIDI music that beeps away while you're looking around.

THE S.A.S.S.E. WEB PAGE

HTTP://MEMBERS.AOL.COM/SAMSZ/INDEX.HTM



This is a hard one to explain. You'd better take a look yourself and see what you reckon.

GAME-ONLINE FORUM FUN!

One of the most popular parts of Game-Online is the forums section. Gamers from around the world come here to voice their opinions, insult one another, and talk absolute rubbish. Here are some snippets – come along and join in the conversations!

I can see why this is happenning. Nintendo are big and can do what they wan and that is the way life is.
Jasdeep Grewal (grewala@clara.net)

I AM the games industry personified and have been for a long time.
Dave Perry (gamesanimal@rapide.co.uk)

I would just like to say that it doesnt matter how the CVG-team looks when theyre writing such a splendid mag.
Siim Nurklik (tiskre@uninet.ee)

The Saturn is dying. Don't slag me off, it is true. And it's the fault of all the gullible fools out there that fall for the hype of Sega's rivals.
Justin Townsend (Jxt@Hotmail.com)

Don't get me wrong im all for games master but what i find really anoying is those horroble little kids in swim ware sat at the side of the pool.
Scott Lumsden (soulblade@hotmail.com)

Has anyone noticed that all contestants (and, indeed, commentators) on Gamesmaster are a bunch sad, socially-inadequate gimps? I really don't know where they find them.
TP (P_Pelly@msn.com)

Cruisn is crap crap crap crap crap!!!!!!!
I laughed myself to death (nearly) when I played this in Virgin.
Matthew Langan (mattl@tinet.ie)

i have heard a lot about this new sega machine. What excatly will it have.
I have a n64 and poeple say that the new sega machine will make it look like a vegatable
Chris Tyler (chris@flights.demon.co.uk)

Technically the N64 is the superior machine. If we put aside software, then N64 wins hands down.
Oliver Sawtell (oliver_sawtell@yahoo.com)

PLEASE SEND YOUR LETTERS TO:

MAIL BAG,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM



IN ASSOCIATION WITH 



WIN A CONSOLE AND FIVE GAMES

The chance of winning a load of goodies has inspired literary genius! We've been swamped with letters this month. Of course we're getting loads more crap letters from people desperate to get their free console. STOP IT! Right now we want some views on *Res Evil 2*. If you've played it on import, so much the better. Those of you who have access to the net, don't forget to check out the forums on our Game Online page (www.game-online.com).

I HATE BLACK AND WHITE

Dear CVG,
I love your magazine and have a subscription. I adore all of the PC, N64 and PlayStation reviews. However, I was very disappointed when I saw your mini reviews and I saw a title saying Game Boy. I mean Game Boy is so out of date, terrible and black and white. Talk about dull. Please don't waste your paper talking about them, because I bet most people take one look at the Game Boy sections and carried on reading.
Adrian Little, London.

***CVG:* How can we ignore a machine that has more upcoming releases than the Saturn? But you're right, people do carry on reading the Game Boy features once they've started to read them.**

I'M A REBEL YEAH!

Dear CVG,
Firstly, great mag, great price. Thanks for not putting cover disks on the front and pushing the price up. After all, if we do trust your reviews as asked for in the Feb editorial, we shouldn't need any demos right.

Anyway, I was wondering if I was the only PlayStation owner who wanted more multi-player games on the system, ie. *Quake*. We're always being told how great *Quake* is in multi-player mode, but the single player mode could have better. You've said it yourself. There seems to be a lack of interest from developers and when games are eventually released, they're outdated. Examples? How about *Duke* and *Dark Forces*. Both pretty big games on the PC, but sadly not brilliant on the PlayStation. Also, why do LucasArts not bring out any of their decent games on the PS, preferring *Rebel Assault* to *Outlaws* etc. Another example was *Mech Warrior 2*. With no link cable option, the entire multi player area of this game was ignored. I realise the machine has its limits, but it has been done before (*Final Doom*). Forthcoming promising games such as *Metal Gear Solid* and *Messiah* could surely only be improved with this option.

Lastly, some of the stuff Nintendo are developing looks promising, and even though I'll remain a Sony fan, competition can only be good.
Robbie Morrison, Lisburn, NI.

CVG: The link cable option is good in theory, but the majority of punters can't be bothered to lug their PlayStations around to a mate's houses. As a result, sales for the cable have been poor and few games are made to support it.

NOT A POCKET MONSTER FAN THEN?

Dear CVG,
Just what the hell is going on at Nintendo HQ? The future for all us potential 64DD owners is *Pocket Monster*, *Pocket Monster*, *Pocket Monster* and……WOW! Paint Packages! Somebody hose me down.

I know Nintendo are desperate to gain back some ground on home turf, but where is the incentive for all us western owners (particularly the older gamer) to start saving our hard earned dosh? We have, after all, been far more accommodating of the N64 than the Japanese. It seems that so far, (I know it's early days) *Zelda*, *F-Zero X* and *1080° Snowboarding* are the only games for '98 that Nintendo has planned for the more mature gamer. Granted, Psygnosis and Core will probably produce some exciting software, but we'll be lucky to see anything before mid '99.

Nintendo need to eat a huge piece of humble pie and admit that Sony are doing something right. Several of my mates (aged 25-35) have expressed an interest in purchasing a console. I show then *Mario Kart* (sorry, but *Top Gear Rally* and *Lamborghini* are crap) followed by *Gran Turismo* (awesome) and you can guess which one gets them salivating. Surely Nintendo have the staff and resources to start aiming for gamers of all ages and not just rely on third parties to chuck the odd mature title our way. I won't be holding my breath.
Steve Hargreaves, Fallowfield, Manchester.

PAUL: Your letter makes me despair. First of all drawing a distinction between what excites western players as being so different from what excites Japanese players is old-fashioned. *Pocket Monster* has been tested in America with kids of the same age as their overseas buddies, and the game is proving to be just as popular. Nothing needs changing.

You also underestimate the potential of *Pocket Monster* to excite a massive new audience, and take games well and truly to the streets.

You name *Zelda*, *F-Zero X*, and *1080°* as 'the only games for 98 for the mature gamer'. As if even they won't be enough! Man, if you think you'll be through with *F-Zero X* after a couple of months you're beyond hope. *Gran Turismo* is one awesome game to look forward to on PlayStation, I reckon that *Tekken 3* and *Metal Gear Solid* back *GT* pretty well. Three versus three, that makes the odds even.

THE BEAUTIFUL GAME

Dear CVG,
I am writing about the crappy games that get bought by every other person in the country because of their title. *FIFA '98* is a classic example of this.
FIFA is a BAD game (it got two out of five in your mag) and sold loads of copies over Christmas while *Actua Soccer 2* sold hardly any copies compared to *FIFA* but got four out of five.
Scott, Blackpool.

Dear CVG,
I bought my N64 at Christmas and used CVG to tell me which games to buy.
I got the excellent *Goldeneye* as the first game and *FIFA '98* for the second (before you say I'm mad, it is actually a quality game). I know that your #195 edition you gave it two out of five, but it should have got at least a four. Loads of people say that *ISS* is better but there are many things that *FIFA* has that *ISS* doesn't, as are shown below:
1) *FIFA* has real player names, but *ISS* doesn't.
2) *FIFA* has both club and international teams, but *ISS* only has international.
3) The commentary on *FIFA* is done by John Motson, Des Lynam and Andy Gray. *ISS* have…who?
4) *FIFA* has different camera angles, *ISS* has one.
5) *FIFA* has better playability (I think?)
Don't get me wrong, I love *ISS* as well, but I can't see how people find it much, much better than *FIFA*.
Francis Powderly, Dulwich, London.





I'VE SEEN THE LIGHT!

Dear CVG,
I'm not sure if this letter will qualify for Mailbag as I'm not bitchin' or moaning about anything and I don't really have any questions. It's just a Thank You to all the guys at CVG for really getting me into gaming. I have owned many machines in the past from my MSX up to my current PlayStation and previously have only really played various platformers and RPG's. The only reason being that I believed driving games to be boring and fighting games shallow. Shoot 'em ups seemed to become too repetitive after *R-Type 2*. Suddenly, after reading various CVG reviews, previews, guides and tips, I realised what a difference powerslides, advanced combos and perseverance could make to the gaming experience! I had never played a driving game for more than five minutes until I took the plunge and played *Rage Racer*, likewise *WipEout 2097* and *Tekken 2*. Now I'm eyeing *Time Crisis* and have picked up a second hand *SF2 Turbo* for my SNES. B******s to anyone who says a certain genre is crap without have a go, and cheers to CVG for making me spend more cash on games and getting less sleep.
Stephen Murison, Aberdeen.

CVG: Sound words indeed. Need we say more?

READ IT AND WEEP




Dear CVG,
I was in my local newsagents when I came across your mag. I was with my girlfriend and she wanted me to buy her a dieting mag. So I did. She's still a lard arse and I've lost £2 (and that's the only pounds that'll be lost on her), but I did gain a top class mag. Not only do I get the latest on PlayStation, I get the lowdown on other consoles. My subscription is in the post.
Paul Jones, Canton, Cardiff.

Dear CVG,
When I found out he jolt pad for the PlayStation wasn't coming out I had a great idea of playing *Colony Wars* with jolt. Firstly, get a mobile phone, put the settings on vibrate and invite a friend over. Attach the mobile to a Sony PlayStation via sellotape. Now play the game and every time you get hit, get your friend to ring the phone and pad will rumble. It may be a delayed reaction, but it's worth it.
Naveed Amini, Pudsey, Leeds.

Dear CVG,
I would like to know who your favourite comedians are?
Ashley Trigg, Harlow, Essex.

***CVG:* Paul likes Joe Pasquale, Tom likes Tom O'Connor, Jaime thinks Les Dennis is fantastic, Ed loves Paul Davies (for his jokes that is), Steve goes for the Bobby Davro, Alex has a soft spot for Sooty (it's the only one he can see when he goes to a live show) and Tony doesn't go to see comedians any more since he started heckling at the last venue and didn't actually stop shouting until the next morning.**

Dear CVG,
When I saw the results to the Golden Joysticks awards, I had to write about the Best Looking Pages, which was won by Sega Saturn Magazine. Aren't they forgetting Freeplay from your very own CVG?
Mark Davies, Deeside, Flintshire.

CVG: Always remember: Vote Bog Paper!



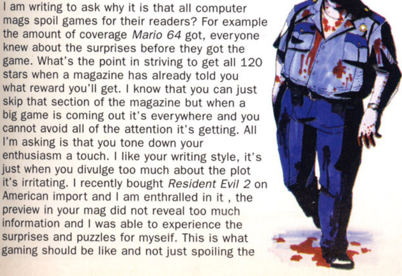
***STEVE:* As I reviewed both games, I thought it only fair that I reply to this letter. The first three are valid points. And I can understand the frustration for some people at not being able to use their favourite players, but you can rename entire teams in *ISS* to create your preferred line up. With regard to the camera angles, be honest now. How many do you use regularly? Two, maybe three? All the others are just their for show, and so we can get some decent screenshots. And the last point casts some doubt over the whole letter, as it sounds as though you've never played *ISS*. You only "think" *FIFA* is better, because you have no idea about *ISS 64*. You may have some good points, but no leg to stand on if you've never played both. But it seems that Francis is not the only one who feels like this. Anyone else have a comment on *FIFA* or *ISS*, please write in.**

SATURDAY SUPERSCORE

Dear CVG,
I have a vision! It's called the SuperScore and it can be designed for PlayStation, Saturn or N64 and this is how it works. As you're playing your favourite games, the SuperScore will automatically record your highest scores and best times. You then take your SuperScore to a local computer store (HMV, Comet etc.) and insert the cartridge into a SuperScore Processing Unit. These are networked around the world and your top scores are recorded to a database. You can then check your own scores against all others in the world in a sort of giant league table.
Daniel White, London.

***CVG:* Why not send them in to our High Scores instead?**

THAT'S GONE AND BLOWN IT



Dear CVG,
I am writing to ask why it is that all computer mags spoil games for their readers? For example the amount of coverage *Mario 64* got, everyone knew about the surprises before they got the game. What's the point in striving to get all 120 stars when a magazine has already told you what reward you'll get. I know that you can just skip that section of the magazine but when a big game is coming out it's everywhere and you cannot avoid all of the attention it's getting. All I'm asking is that you tone down your enthusiasm a touch. I like your writing style, it's just when you divulge too much about the plot it's irritating. I recently bought *Resident Evil 2* on American import and I am enthralled in it , the preview in your mag did not reveal too much information and I was able to experience the surprises and puzzles for myself. This is what gaming should be like and not just spoiling the ending or whatever, in a fit of excitement.

PS. The X-Men you couldn't identify in your review of *X-Men Vs Streetfighter* are Dan, Psylocke, Beast, Richtor (in green), Sunspot (in Uniform) and Jubilee (I think) in the tank behind Richtor.
Rob_Lovatt@senoredd.globalnet.co.uk.

***CVG:* If people don't want us to spoil the games for them, why do we get stacks of calls and letters wanting cheats for games the same day they have come out? We'll be more careful though.**

SPOD BOY WRITES...

Dear CVG,
After buying your issue for the first time recently, I am now aware what has kept your mag going through the ages. But it is still far from perfect. Here are my suggestions and gripes:
1) The page of information giving details of your staff and their pictures. Frankly, I don't care who you are or what your favourite games are. I am only interested in your journalism. Do magazines on any other topics give so much detail on their staff?
2) Your style seems a little similar to Official Nintendo Magazine, a magazine I did not enjoy. This may be a result of both EMAP Images influence and Paul Davies' leadership (who, in his opinions in issue 195 seems to possess a notable Nintendo bias).
3) You can be a little bit patronising, telling us what is going to be great before it has even been fully developed or even released.
4) Rating system out of five? Bit simplistic?
5) Don't bother printing readers art. Waste of space.
Thanks for listening. CVG is undoubtedly the king of paper based video games mags. Digitiser however, is and always shall be, King.
Michael Turpentine, Sussex.

***CVG:* Maybe, we could not print our review scores and you have to press 'reveal' to see them. Or maybe, we could just print artwork made from giant pixels. That way you'd feel more at home. And we're usually right about the great games, so sorry about that. Try joining in the excitement for once.**
***PAUL:* Correction, Turpentine. I'm one of the only editors in the business who's not biased towards PlayStation. Nintendo deserved the coverage in issue 195.**





You wake up to find the entire town is overrun by the living dead. Your workmates are nothing more than animated corpses. As far as you know, you're the only human in town. Welcome to Raccoon City.



RESIDENT EVIL 2

October. I haven't had the chance to update my diary since I came to Raccoon City and my "dream" job in the RPD. If I'd have known what was in store, I would never have joined.

It turns out that the Chief of Police, Mr Irons, was caught up in something pretty bad. Even though I didn't believe the stories about the S.T.A.R.S team and the mansion in the hills, I now know it's all true. And that Umbrella's experiments were far from finished.

My new colleagues have been wiped out, some unfortunately, by me. I've saved the last few humans in the City, but lost a dear friend in the process. All will be revealed once I've escaped, but when that will be is still a mystery...

Leon S. Kennedy

MONSTERS

Ahhh yes – those undead-looking folk, and the various mutations they've become. There are some pretty grim sequences depicting the transformation of these enemies, but we won't spoil too many of those for you at this point. Just take a look at the things you'll meet...

ZOMBIES

There are five main types of zombie, and you'll encounter subtle variations on them. Like ones that are crawling along the floor, but nothing too major.



Male Civilian
Killing these is simple. It only takes one shotgun or magnum shot and usually four to six handgun bullets before death.



Coppers
They are practically identical to the Male Civilian, so use the same tactics to kill them. Avoiding them is easy too.

Female Civilian
These lovely ladies appear to be slightly weaker than the guys, as three to four handgun shots is enough. For added humour value, the head shot is still tops.

Skinned
These are nasty sods. Head shots still work, but handguns take double the time to knock 'em down. Trouble is, you meet these when ammo becomes a rarity.

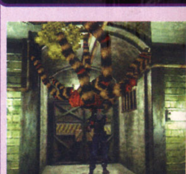


Lab Coats
Guess where you find these? Again, these are tough so keep some heavy artillery to save you some time once you've found them. The Magnum can take three of them out in one!

MOTH

It may look impressive, but this is the most feeble monster in the game. It attacks you by flapping its wings, causing acidic dust to rise and float about, or bites you!

SPIDERS



Much the same as the slightly smaller variations from the first game, but this time they seem to have a lot more intelligence. They'll run up and down the ceilings to get away from your shots and attack from different angles, pinning you into a corner.

LICKERS

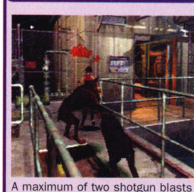


Skinned
Considering you meet these nasty genetic experiments right at the start of the game, it's no real surprise that they pose big problems to you. With only the handgun at your disposal, they'll take a good ten shots to fell.



Dark
These are even tougher than the skinned variety. Considering a normal Licker takes two Shotgun shots to cripple, these monsters take three shots from the UPGRADED Shotgun! Now that's one tough mutha. Oh, and they usually hunt in groups of three.

DOGS



A maximum of two shotgun blasts or five to seven handgun rounds is enough to see these mutts off.

TRIFIDS



Watch out for these plants as they gob acid a fair way, so try and attack them from a distance. One to two shotgun blasts is all that's necessary, but watch out for flapping tentacles that rise up and whip you, even if the plants are dead. There are only about eight of these in the whole game.

TYRANT

The boss comes in many different forms, only a few of which are shown here. This will not spoil the game for you, as there are many more goodies to be had once these fellas have been seen off. The further into the game you get, the more mutated, deformed and tougher they become!

#1: Long Neck
This is one of the weakest boss characters, and should only take seven shots (one box) of the Shotgun to clear the path for you.



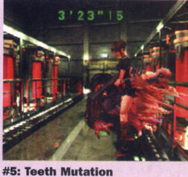
#2: Four Arms
Acts in a similar way to Goro from *Mortal Kombat* – should you get too close he will practically pound you and rip you to death.



#4: Fire Claw
If you have trouble killing this guy, simply avoid him for around two minutes when a Rocket Launcher is given to you for help.



#3: Claw
The clawed guy regularly crops up during the game, injuring you and your party in the process. Takes loads of ammo to kill.



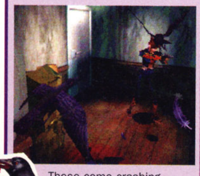
#5: Teeth Mutation
This nasty set of knashers grows from the chest of the four armed guy! It's not pleasant, and needs at least eight to ten shots to kill.

COCKROACHES



You only meet these briefly, but the sheer number of these vulgar pests means there is no point trying to shoot at them. Just run away as quickly as you can when they start to hatch out and swarm towards you.

CROWS



These come crashing through the windows and try to peck you to death! One shot with any weapon does the trick. Even a knife wound is enough to kill these feathered foes.

ALLIGATOR



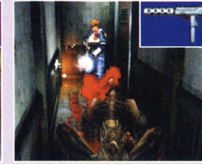
There is two ways to fend the huge 'Gator. Make him eat the cylinder and explode it with your shotgun, or keep on shooting and healing yourself until he runs away. It doesn't matter which you use, but the former is a hell of a lot quicker!

TOYS FOR THE BOYS (AND GIRLS)

Guns, guns, and more guns. That's one of the basic appeals of *Resident Evil 2*, simply because this game is packed with them.



HANDGUN
The weapon you begin with is standard police issue handgun. Capable of carrying 18 bullets if you're Leon and 13 as Claire. Use this on weak enemies or those already on the ground.



SUB MACHINE GUN
You find this in the weapon storage room located in the basement of the Police Station. Once equipped (it takes two inventory slots), hold the trigger and listen to this baby hum! Death to all!



GRENADE LAUNCHER
Claire's best weapon, and one which has lots of scope. There are three ammo variations: Acid Rounds, Flame Rounds and standard Grenade Rounds. The latter have the widest range.



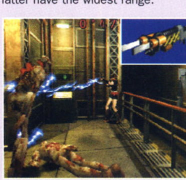
ROCKET LAUNCHER
Those familiar with the end of the first game will know exactly what this is for, but everyone else will have to wait until they find it to work it out. Just a little clue though: keep avoiding the final boss for about two minutes...



SHOTGUN
Our favourite weapon in the game has to be the Shotgun. For pure satisfaction of splitting enemies into lots of little pieces, this cannot be beaten. Just wait until you get the attachment as well!



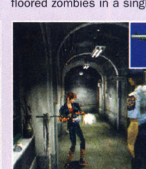
FLAMETHROWER
Not as essential as in the first game, you only really need to use this on an oil spill to burn a plant which is blocking your way (in the corner of a laboratory). Again, this takes two inventory slots.




SPARKSHOT
An evil looking weapon, and one which fried enemies on the rare occasions that we used it. It knocks enemies to the ground in one to two shots, and kills floored zombies in a single blast.

MAGNUM
Doesn't pack the same kick it did in the first game, but still decapitates zombies in one shot. Even though you won't find it until the latter half of the game, bullets are always in good supply.

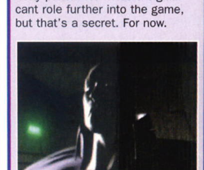
BOW GUN
This is Claire's alternative to the Shotgun, as the guy in the weapon shop carries this at the beginning of the game. It fires three arrows at one time and can hold a maximum of 18.




COLT S.A.A.
Claire's hidden weapon that, as far as we know, only she can use. It's an old Wild West handgun, which has a tremendous rate of fire and packs a mean punch. It looks the ultimate in cool too!

SCHWARZENEGGER BORN FOR THIS

Another twist to the second scenario of both characters is the big guy you see in the pictures with the box. Known only as 'Hunk' at the moment, he is a SWAT character sent from Umbrella to clean up the mess in the city. He's indestructible and follows you around the mansion trying to stop your quest to uncover exactly what's going on. He's an ominous character who doesn't speak, but packs a hefty punch. He holds a significant role further into the game, but that's a secret. For now.

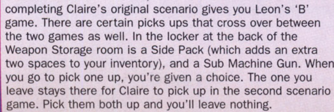




Hunk doesn't follow you through doors as such, but he will smash through solid walls if he feels the need to!

THE DEAL WITH THE DISCS

Resident Evil 2 comes on two discs. What you do on one affects the outcome of another. If you play through as Leon, for instance, once you've completed the game you get a saved game for Claire – but as her second scenario. In this, the items are found in different places and the story unfolds in a different manner. Likewise, completing Claire's original scenario gives you Leon's 'B' game. There are certain picks ups that cross over between the two games as well. In the locker at the back of the Weapon Storage room is a Side Pack (which adds an extra two spaces to your inventory), and a Sub Machine Gun. When you go to pick one up, you're given a choice. The one you leave stays there for Claire to pick up in the second scenario game. Pick them both up and you'll leave nothing.



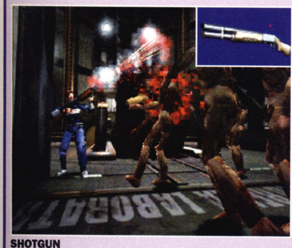


Do you take both the Sub Machine Gun AND the Side Pack, or leave one so that Claire has it in the second scenario? Hmm?

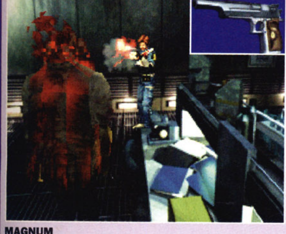
ENHANCE YOUR WEAPON!

Leon has the advantage of being able to upgrade his three basic weapons during the course of the game. Even though their locations don't immediately reach out and grab you, they're still easy enough to find. To use them, all you have to do is call up your inventory and combine the attachments with the relevant gun. Once that shotgun is beefed up, you're really kicking!

HANDGUN
This shoulder attachment is found in a desk which you need a small key to get into. It offers a small shoulder rest and can fire three quick rounds or be switched back to the single one shot. This didn't really do much for the weapon, to be honest, as we found ourselves switching back to the single shot soon after anyway. It looks nice though.



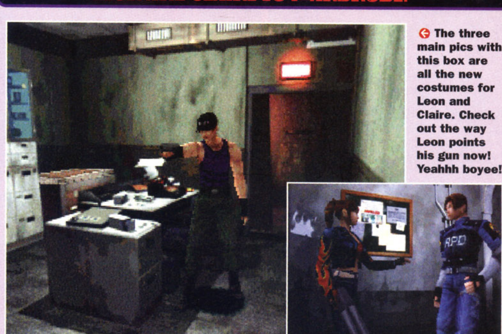
SHOTGUN
Yes! This is the Daddy of all weapons! Nothing, and we mean nothing, will make you laugh as much in this game as the first time you use this. It's capable of taking off the head, both arms and a leg of a zombie at close range and sometimes the head of the guy standing behind him!



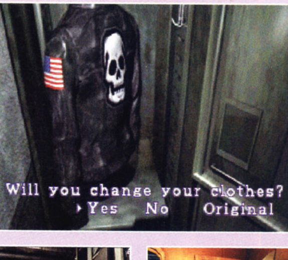
MAGNUM
Despite being called 'Mugnum Attachments' in the American version, this silenced version of the powerful handgun is now a big bad mamma gun. Don't use this with too many zombies around though, as it has an almighty kick back and long reload time, leaving you incredibly vulnerable to attack.



LEON AND CLAIRE TO WARDROBE!



The three main pics with this box are all the new costumes for Leon and Claire. Check out the way Leon points his gun now! Yeahhh boyee!





One of the neat secrets in the original *Res Evil* is that you can change the costumes of the characters. Thing is you have to finish the game first, before you get the special key required.

This time you can switch costumes from the very start. We won't reveal how just yet, but have a look at these awesome pictures and you may be able to work it out. Trust us here, this is so cool you won't believe it.

Claire not only has a change of costume in the locker, but an old Wild West Colt SAA too (see weapons box for more info). Leon has two changes of outfit. One is a Police baseball style get up and a leather jacket with a skull emblazoned on the back and pair of jeans.

To add to these cool outfits, Leon also cocks his gun in a new way. Gone is the two handed grip and in comes a one handed, Boyz in the Hood-esque sideways shot.



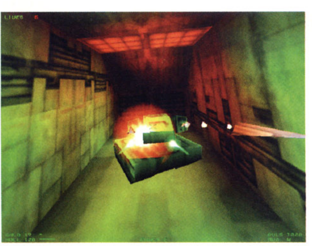


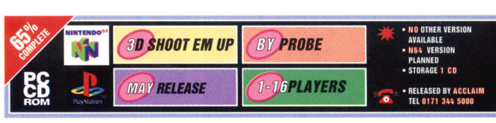
Not even the camera is safe! Why maim zombies when you can shoot the screen as well?

BE CAREFUL WHAT YOU WISH FOR

After much waiting, CVG will be bringing you the extensive review next month. You can probably guess the outcome, but wait until you see some of the stuff we've got to to show you. We have such sights for your eyes!







The best description we can think of for *Forsaken* is that it's like a more luminous version of *Descent* – and its future looks very bright indeed!



You thought Psygnosis had the monopoly on neon pyrotechnic effects, but here's a game that gives *G-Police* and *Colony Wars* a run for their money. Basically it's a 3D corridor game, except instead of running around the place with a shotgun, you're flying around on a one-man spaceship called a pioncycle, which comes with shields and multiple weapon systems. The fact that you can manoeuvre in three dimensions and often end up upside down makes this sort of game much trickier to handle than, say, *Quake*, and in the past these games, excellent though they were, haven't had the same mass appeal. A lot of people are wondering if *Forsaken*, with it's striking graphic effects and riots-of-laser game-play, can break the mould and turn this sub-genre into the next big thing.

BIKE-ALIGHT

Forsaken is set in the future (no surprises there), after scientific experimentation has laid waste to the Earth, leaving it open to plunder by the galaxy's bounty hunters and scrap merchants. You are one such free-booting scumbag, who has turned up on our abandoned doorstep on the hunt for some free gold, only to find everywhere is crawling with the Imperial Theocracy's robot defenses.

Tanks, aircraft, gun turrets – they're all determined to keep you from nicking any-thing that isn't nailed down. What's worse is that there are other rival bounty hunters roaming around, and they're a tad trickier to deal with than your average dumb-ass robot.

Worst of all, though, because the whole planet is condemned, you often find yourself in highly unstable environments. So the trick isn't just to make it out alive. The trick is to make it out alive, before the whole place falls in on your head!

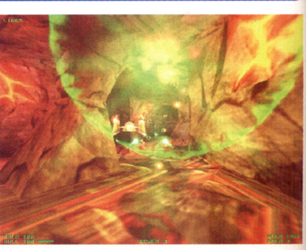
GUNDAMNATION

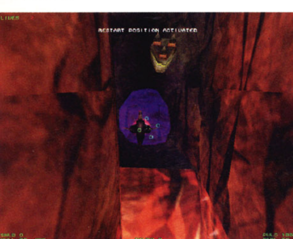
Weapons! What do you fancy: Lasers? Chain guns? Charge-up energy cannon? Flame Throwers? Bouncy lasers? Rockets? Mines? Remote drones? You get all those in Forsaken, and more. They're just lying around the place waiting to be picked up, and once you've got them you can increase their power levels by finding the appropriate pick-up. Ooh, baby, the devastation!

After a while you can amass quite a collection, but, as in the *Descent* games, if your bike is destroyed all of your pick-ups are released to float around where you died. If you're quick you can get back and reclaim most of them, but if you're playing a net game the guy who delivered the killing blow has most likely already claimed them.













Look out for clusters of floating weapons in a Deathmatch game. They used to be your enemy's!



LIGHTSTORM ENTERTAINMENT

Though it looks like it's going to be a ripping blaster, what's making *Forsaken* one of the most talked-about PC games on the Net right now is the awesome 3D graphics. Detailed textures make the environment very convincing and the enemy ships are intricately detailed (between 200 and 800 polygons), but what really sets it off are the special effects. The weapon and explosion effects are what poke you in the eyes when you start playing. They work together with the ambient light to colour the scene, so a rocket's tailfire will illuminate a dark corridor in yellow light as it passes through and glowing lasers light up a room in green. And with so many shots in the air at any one time the overall effect is kaleidoscopic!





The lighting effects are soo-o-o-o cool. Some of the ships even have their own headlights!



COME ON, THE LOT O' YERS!

Probe have made it a priority to provide a good set of network game options for the PC version of Forsaken, allowing players to run games over a cheapo serial link, a one-to-one modem connection, an IPX network or the Internet.

There are 11 multiplayer maps (though you can expect stacks of home-made ones appearing once the game is out) which are designed to hold up to 16 players, more if the machines and the connections are fast enough. The game styles will be familiar to most *Quake* players. Options include Deathmatch (every pilot for himself), Team Play, Capture The Flag (find the opposing team's flag and bring it back to your base) and something new, Bombtag. In this one you have to try to avoid getting stuck with a bomb, and if you do find it attached to you, you need to find someone else to foist it upon before it blows up in your face!

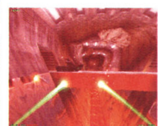




HIT THE ACCELERATOR

Any PC player who hasn't yet shelled out for a 3D card is definitely missing out these days, and *Forsaken* is one of the best-looking 3D-accelerated PC games we've seen. The PC screenshots on this page were all taken on a machine with an Orchid Righteous 3D installed, but Forsaken provides native support for most popular chipsets, as well as any Direct3D-compatible cards. Already this has become one of those games (like Rage Software's Incoming) that manufacturers use to demonstrate their cards – and a right convincing demonstration it is too!







Slick alpha channel trickery adds superb coloured lighting effects to solid 3D surroundings. There's even a bit of translucency in there too.

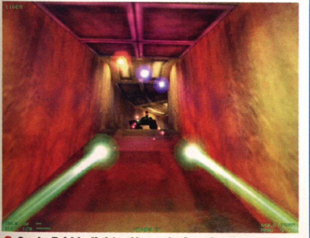
ROCKET-RENDERING SOFTWARE

Worried that you don't have a 3D card installed in your PC? Well, keep your pecker up, Johnny, because Probe has perfected a software 3D rendering engine that requires no extra hardware but can provide a display that's nearly as good as that in the hardware-accelerated version, with translucency effects and a nippy frame rate of about 25 fps on a 120MHz Pentium. If you're still not quite up to that spec Probe has put in a copious number of detail-adjusting controls so that you can get things running fast and smooth. Of course, PlayStation owners don't have to worry about any of this because their machine has 3D accleration built in! Ha! Who's laughing now?



We'll be interested to see how well Probe's 3D rendering engine copes with complex high-detail environments full of tanks, ships and bullets.

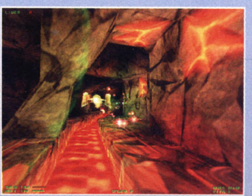


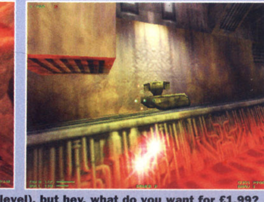


Oooh. Priddy lights. Never before have you seen such attractive bullets in a video game. Why, they'd be more at home on a nice Christmas tree!

DEMONSTRATION'S WHAT YOU NEED

PC players who want to witness the wonder of Forsaken with their own eyes can get hold of a two-level demo from www.acclaim.net. Be warned, though, it's a 14Mb file so it takes a good couple of hours to download, and, unlike the finished game, it only works if you have a 3D accelerator card installed. If you've got the 3D card but no modem, Acclaim is releasing the demo on a CD that you can buy at your local games store for £1.99. The CD-ROM demo is slightly enhanced over the downloadable file, featuring extra music, sound effects, concept art and movies from the finished game.





Only two levels (plus a Deathmatch level), but hey, what do you want for £1.99?



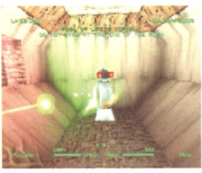


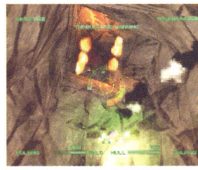
PLAYSTATION FORSAKEN

The PlayStation demo we saw wasn't as advanced as the PC one. The controls were ropey and the enemies were very easy to defeat. However, as you can see from our pictures, this version did show off the game's spectacular graphics and coloured lighting effects. It also had a more advanced set of levels in it, so we could see how the problem-solving element of the game will work. As well as just having to blast your way through the levels you'll need to find the objects and weapons required to open blocked passages or destroy particularly fearsome foes. Can't wait!









Forget PlayStation *Descent*. *Forsaken* should be miles better.





Yep. No shortage of fancy lighting effects in this version, either.



NINTENDO 64 FORSAKEN

Acclaim have got Iguana's Middlesborough studio working on the N64 version of *Forsaken*, which will be slightly different from the other versions. For example, how well you do in the first level actually has an effect on your route through the game. Apparently, if you do well in stage one you're sent through a tougher selection of levels. More important, though, is the inclusion of a split-screen Deathmatch mode, a feature which is fast becoming essential in all N64 blasters. Like *Goldeneye*, *Forsaken* will be able to handle up to four players fighting it out at a time! Cool!



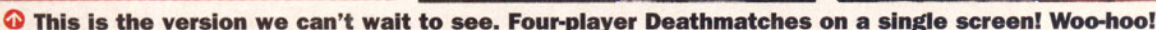












This is the version we can't wait to see. Four-player Deathmatches on a single screen! Woo-hoo!

FORSAKE THIS!

We're still a couple of months away from the finished product, but *Forsaken* certainly looks like it should, quite literally, be dazzling. Probe daren't dawdle, though, because Parallax Software are finishing off *Descent 3* and that's looking pretty cool too! Watch this space for further updates.



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You've got a choice of some of the best games with PlayStation. None of these, however, are platform games – until now.

KLONOA

DOOR TO PHANTOMILE

Namco, best known in the 90s for their hyper racing games and rave beat 'em ups, have returned to their roots. They've recovered their nack for making great platform games. We're talking cute. We're talking funny. We're talking fluffy animals with attitude fighting the dread forces of evil.

Forgive us for getting carried away, but it's been so long. We haven't been able to write about this kind of stuff since the 16-bit days, when almost every game was like *Klonoa*. Of course the big difference with a PlayStation platform game is that it ought to look much more incredible than any old Mega Drive software. Whether PlayStation can offer platform games with better game-play than 16-bit is another matter. This is where CVG's vast knowledge of the classics comes into full effect.

SIGHTS TO SAVE

This adventure leads Klonoa through the five fantasy lands which exist in the Phantomile world. A save game feature should enable any player to see the final area – the Moon Kingdom, Cress – with little frustration. This feature also suggests that there are many secrets worth investigating – a sign of a good game, especially coming from Namco. We're investigating on your behalf for the review, coming soon.



Those big ears are used for flapping to steal a few extra inches from a jump.



The magic ring sucks the enemy in then inflates it like a balloon.



Captured enemies can be fired off into another enemy, or any other object.



Klonoa can also spring board off a captured enemy by jumping on top of it.

TEACHING A DOG NEW TRICKS

The game is named after its hero, Klonoa. Though Klonoa's looks are based on a cute kind of cat, his abilities mirror those of a US basketball pro. Klonoa depends on his magical ring to perform stunts that are essential to win. All the people from Klonoa's village, Breezegale, can harness the power of the wind to work for them. That's the secret.

Breezegale – The Wind Village



Klonoa's hometown, and the starting place for the game.

Forlock – The Tree Village





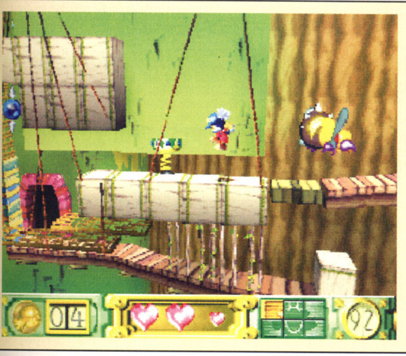
The tree-village introduces the concept of looking into and out of the screen.

Shell Castle – The Kingdom of Jugpot





Armoured Myus increase the challenge level, but the waterfalls keep you calm.







Klonoa looks magnificent, and has a character which is brilliant to control. This is the first worthwhile platform game on PlayStation. We think it's better than _Pandemonium_, more inventive than _Crash_.

SILENCE THE PANDEMONIUM

Is *Klonoa* better than the *Pandemonium* games? Absolutely! *Pandemonium*s I and II have cute girls on their side, but *Klonoa* is far sexier. The world of Phantomile comes to life in a way that makes both *Pandemonium* games look ill-defined, even dull. Not only does *Klonoa* look better, but we believe it has superior gameplay. The main character has more interesting abilities, and that appeal is magnified by what is possible once these have been mastered. *Crash* is cool. This is better.



BOSS ENEMIES RAISE THE STAKES

'Boss', or 'Guardian', characters used to be crucial to a game's success. Traditionally the huge Boss or Guardian blocks your way from one location to the next - they'll try anything to stop you! It's with these guys that game developers really go to town. It's great to be reviewing the latest inventions from one of the world's greatest software houses.

This guy is Rongo-Lango. He tries to break Klonoa's skull, and creates earthquakes with his claws!

This mutant penguim boss is called Pamela. Throw the rider into this dolphin monster's face to drive it crazy!









Take the alternative route here to search for otherwise unavailable treasures.

You need to line-up Klonoa with this Nagapoko egg then aim toward the screen.



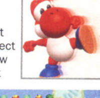
This area is optional, and can only be reached if Klonoa switches the perspective.

NEAR AND FAR

Most times you'll find Klonoa only travels from left to right, or vice versa. However there are times when he's required to walk towards or away from you. Doing this forces the entire screen to shift perspective, so that a new route is followed. Being able to face front or back also allows Klonoa to target enemies or objects in those directions. Not all of these situations are forced to take place, so you need to pay attention so as not to miss any opportunities.

? Coronia and Cress, the last two areas, we'll keep secret. They're too nice to spoil too soon.

ANOTHER STORY



This issue we review Nintendo's latest platform game, *Yoshi's Story*. We expect this to have raised the question of how *Klonoa* compares – PlayStation's best shot at matching that ingenious N64 release. For now it's fair to assume that Namco's game will hold its own due to the length of its challenge, as opposed to the localised treasure-hunting approach of *Yoshi's Story*.

In *Klonoa* the enemies are trickier, and the pitfalls are more frequent. The Boss set-up is a classic example of a linear game doing its best to trip you up; steal a few lives. *Yoshi's Story* is straightforward. In the end we'll judge *Klonoa* on how much it invites you to go back and perfect skills, then how enjoyable this is in the long-term.



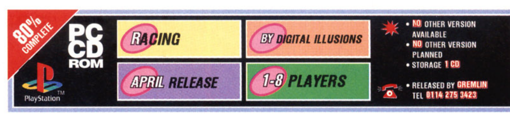


Cute versus cute. Which is the best?

KILLED BY CUTE

While all our hopes have been with *Tekken 3* since before Christmas, *Klonoa* has quietly entered the scene where it may well cause a storm. This gorgeous platform game could be perfect company for blockbusters such as *Gran Turismo*. Find out whether *Klonoa* is essential, soon in CVG.





Imagine *Wipeout* in real cars, and you've got one of the fastest racing games ever seen.

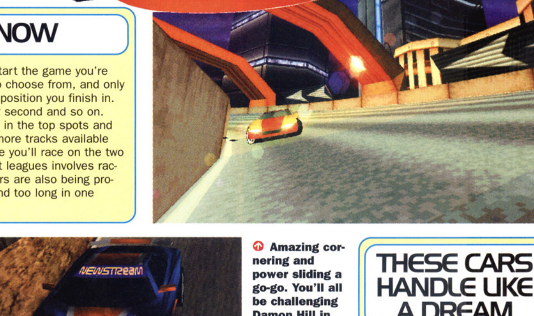
Motorhead

HIGH VELOCITY ENTERTAINMENT

Ever since zero gravity racing appeared on the PlayStation, anything with cars felt like driving a tractor in comparison. While we all wait patiently for the realism of *Gran Turismo* and *Sega Rally 2*, we could do with another adrenaline boost. *Motorhead* hopes to bridge that gap. Appearing soon on PlayStation and PC it promises to be the fastest thing around on four wheels. The release schedules may be chock full of every type of vehicle racing imaginable, but after sampling the futuristic thrills that *Motorhead* provides, we can assure you it's definitely one to watch out for.

THE FUTURE IS NOW

Welcome to the Transatlantic Speed League. To start the game you're placed in the lowest league with scant few cars to choose from, and only two tracks to race on. Points are awarded for the position you finish in. Place first and you'll receive twelve points, ten for second and so on. Finish the league with enough points to be placed in the top spots and you'll be promoted a league. Here there are two more tracks available and more cars for you to select. In the next league you'll race on the two original tracks, plus the new ones. So subsequent leagues involves racing on more circuits. As computer controlled drivers are also being promoted and relegated along with you, staying around too long in one league becomes increasingly tougher.





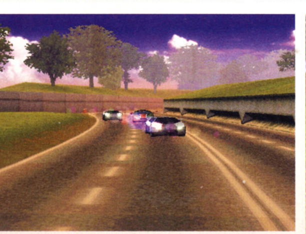


Amazing cornering and power sliding a go-go. You'll all be challenging Damon Hill in no time.

Can you feel the excitement from this shot? Probably not, but look how smooth it is.

THESE CARS HANDLE LIKE A DREAM

After a few minutes of play it's easy to draw up a few close comparisons with *Wipeout*. Both are set in the future with the player trying their hardest to progress through increasingly difficult leagues, both are incredibly fast. That's where the comparisons stop, on further play, you'll realise that this game has all the hallmarks of the brilliant *Daytona* and *Sega Rally*. Not in terms of graphics, but once behind the wheel, the handling is incredibly similar. Controls are simple but the response is perfection. While the PlayStation already has enough high quality racers to embarrass most other platforms, the likes of *Motorhead* has never before been enjoyed by dedicated PC owners. After inferior arcade conversions, and lazy ports, this is full of pure arcade-style thrills.

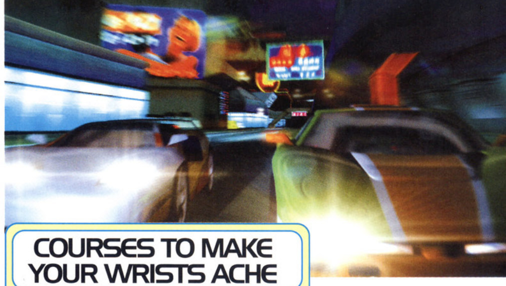


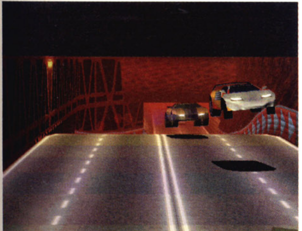
Remember to block those pesky tail-gaters.

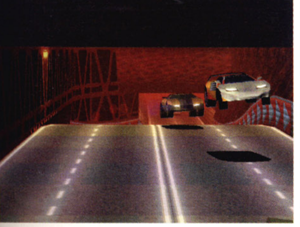


SEGA RALLY 2097

So how did we draw up this comparison with Sega's best racers. Well the minute you take out the first car available the Adder Mk2, the fact is obvious. Check out the steering, the power sliding and acceleration. The feeling as you throw the car around bends, understeering and braking on hairpins is brilliant. These futuristic cars all have different attributes of handling, acceleration and top speed. Their performances are finely balanced so that each car stands a chance against another from the same league. By the time you work your way up to the powerful Serpent, you will have found a car that suits your style.

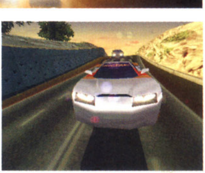




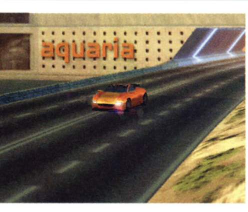


COURSES TO MAKE YOUR WRISTS ACHE

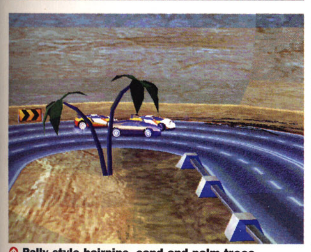
The tracks are also well designed, and gain the immediate respect you'll find in the best racers. Within a lap you'll become familiar with each turn and hazard, and by the end of a race you'll want to go back for more. Each new circuit introduces the right amount of increased challenge, and you'll need to improve your skill to do well on each one. There's also a mix of temporary street circuits and purpose built tracks to lend weight to the idea that this is a real futuristic championship your racing in. Set around different countries you'll start in the American desert setting of Red Rock, soon taking in the sites of Greece with the Olympos circuit, and a very European feeling Atlantika.



Another tasty treat. Super fast, and polished like a window. We wish this game was real.



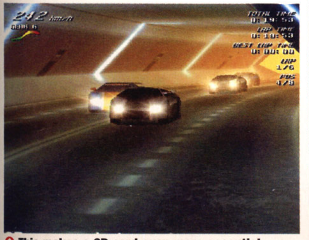


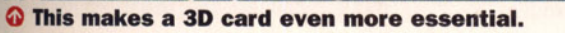


Rally style hairpins, sand and palm trees.

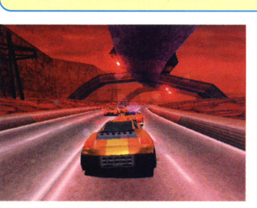
IT LOOKS BETTER THAN V-RALLY

The graphics are as sumptuous as the speed of the game. Each car is made from 300 polygons. On the PC there's the option for 3D cards, but on the PlayStation it's also spectacular running at a smooth 50 frames per second. Both versions allow you to turn off certain graphic options to make the game even faster! The graphical finesse wouldn't mean much without a mean game behind it, and *Motorhead* is no slouch. The AI of opponents is what the makers are most proud of. Rivals are constantly looking for the right opportunity to overtake, and they don't follow a fixed path. Computer drivers also learn by their mistakes. As you play new tracks and perfect each new circuit you can even load their ghost data, and aim to beat that. Multiplayer is also evident with PlayStation having a two player option. PC owners can compete against seven other human opponents over a LAN network or the internet.





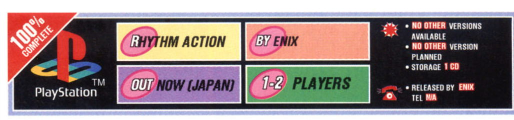
This makes a 3D card even more essential.



START YOUR SOLAR-POWERED ENGINES

Do we sound too enthusiastic? Sorry if we do, but *Motorhead* has taken us a bit by surprise. We'll be bringing you a full review soon, in the meantime we're going back for one more go. Meep Meep.





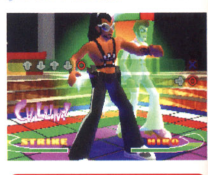
You've proved yourself the rapping king with the help of PaRappa. Now here's a new challenge - are you the greatest dancer?

Bust A Move

Dance & Rhythm Action ™

For those that thought *PaRappa the Rapper* was the beginning and the end of the term Rhythm Action game, think again. *Bust A Move* is the latest game to be categorised in this strange new genre, and it's seriously different. Similar in idea to *PaRappa*, but it doesn't feature cute raps. Instead it's a mad dancing contest, with different opponents competing to show each other who's the best. So different is it an idea, that you can't help but stop and give it a go. Indeed, when our copy arrived from Japan Paul ordered everyone to stop working just to prove that theory, and also to dispel the myth that he's got no rhythm and can't dance!





THINK I BETTER DANCE NOW

The game is structured just like a fighting game. You choose a character, then face off against a series of opponents. Beat all these and then you've got to dance against the bosses, but this makes the action sound too simple. First you've got to learn some rhythm. Each of the different opponents has their own stage and tune for them to dance to. The rhythm of each song is indicated by a flashing green bar placed in the centre of the screen. The flashes correspond to the rhythm of the song, and at the end of the third beat you must input a command for your character to start dancing. Keep it going and you perform Dance Combos!



Freeze moves impress judges.



Pinky likes to hog the camera.



Some stages are just bizarre.



After a long combo Hamm pulls off a fine freeze move. Once your energy bar is full up, you can humilate your opponents, with special moves.

BEAT STREET, THE KING OF THE BEAT

The commands are just like you'd find in a fighting game. To start dancing you must press just one button, either a circle or cross. Once your dancer has literally got into the groove of the music, the commands become more complex. The commands then become combinations of direction buttons and always ending with a cross or circle. This cross or circle acts as the final input, and must always be pressed in time with the end of the third beat. Any other command can be pressed before this, but the final command is the most important. Mess up, and your dancer loses the rhythm, then you're back to square one, and you must build the dance up again. If you get the timing right more dancing options become available. With choices of more complex moves.

DO THE FUNKY PENGUIN

It's these complex moves that make the game more exciting. Once you get a long combo going, you'll get the chance to do a Freeze move, this acts as a final show-off move, that also earns you a little breather for your efforts. The idea of the dance-offs are to impress the judges. While each character is competing against each other the judges are constantly adjusting their scores. This is indicated by the position of the camera. If the dance is tied the camera remains in a central position, when someone's winning the camera will move towards them, sometimes to such an extent that you can't even see the other dancer. At the end of the song whoever's impressed the judges the most wins. Do well and you'll go on to face more dancers.



HOLD IT NOW... ...HIT IT!

While *Bust A Move* isn't for everyone, those looking for something different, especially club fanatics should seek it out. While this doesn't have an official release yet, if it does get a release here the name is definitely going to change. We'll keep you posted.



70% COMPLETE

PlayStation

MODEL CAR RACING | BY GREMLIN | MAY RELEASE | 1-2 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- PC VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY GREMLIN TEL 0114 275 3423

Driving game fans either want realistic cars and handling, or something a little out of the ordinary. Gremlin are going for the latter.

BUGGY

With *Gran Turismo* waiting ominously in the wings, the big question is: do people want this sort of racing game? Obviously, *Buggy* doesn't pretend to be anything like *GT*, but when you walk into a shop and see both titles, working out which is more likely to be leaving with you isn't that difficult.

Will Gremlin's latest title match up to the promise shown by their other games? On the face of it, *Buggy* could go either way.



I WANT MORE THAN THAT

You begin *Buggy* with only four miniature 'cars' to choose from, but as you progress further into the game and get better as you play, extra vehicles are rewarded. There are a total of sixteen little buggies to race, so you better get good pretty quick if you want to uncover any of the secrets. There are numerous 'alternative' routes to levels too, often dictated by which coloured gate you need to find next.





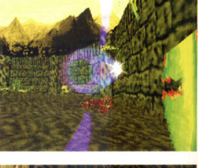
The graphical effects usually accompany your success at passing through the coloured gates.

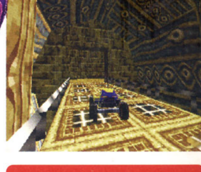


You can have speed bursts, make your car invincible to cause other cars to spin off and turn into a ghost to enable you to pass through solid objects.

GATEWAY TO HEAVEN

The key to success in *Buggy* comes in the form of small gates which line the courses you race on. These gates trigger an innovative new system of obtaining power-ups. When a buggy drives through a gate its aerial clips the top and a sequence starts. This sequence is the order in which you are expected to pass through gates to obtain power-ups. In the bottom left of the screen, a series of coloured blocks appear telling you the rest of the sequence, with the final block showing you the end result if all the gates are touched in that order.

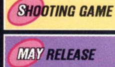




AM I BUGGYING YOU?

If everything goes according to Gremlin's plan, we should have the finished version of *Buggy* any day now, so a review will be forthcoming.

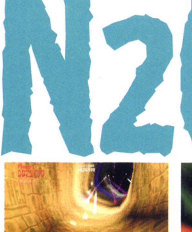








This could be the one to break the classic shooting-style game to the mass market.



Tony Crowther may not be a name on everybodies lips when you talk about video games, but Gremlin's very own super coder is a name you should all be familiar with. His impressive CV includes the classic *Monty Mole* and *Realms of Haunting* among many others. This latest game from him doesn't attempt to pull any flash tricks just concentrate on addictive gameplay. Ignoring the plot, the basic aim is for you to travel through miles of tunnel to get to Neptune and destroy loads of bugs along the way. Simple in theory, but what about practice.





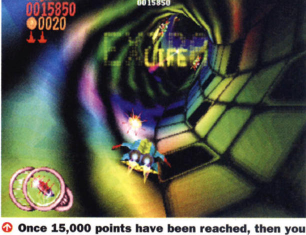
ALL GUNS BLAZING

The weaponry you have in *N20* is quite impressive to say the least. You have a bog standard laser which you never lose, and you also have a very impressive smart bomb move that rids the entire screen in a ball of flames. Then you have the special attacks that go with each craft. You can have worm like lasers that get shot out and bouncing bombs that detonate once touched. You start with a set amount of these special moves, but can collect others that fall from dead enemies. Collecting the coins left from the dead is also beneficial to you, as enough of them will increase your speed too.

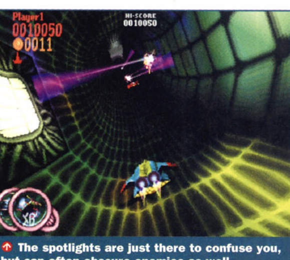


Two players can play simultaneously at *N20*.





Once 15,000 points have been reached, then you are rewarded with an extra life. Easy as that!



The spotlights are just there to confuse you, but can often obscure enemies as well.

A LONG DARK TUNNEL

Even though this is a relatively simple game, the programmers have still made sure that the graphics look up to scratch. Couple the looks with the soundtrack (boom-tish is what the oldies call it), this is one adrenaline pumping game. The colours warp and fade as you get deeper into the tunnel, and the lighting effects given off from some of the larger weapons is very impressive.



The feeling of speed you get is not shown completely in these pics.



Using the breaks for too long gives you an unwanted speed burst.





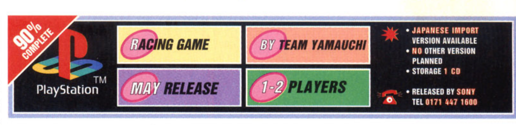




N2 THE FUTURE

The bulk of *N20* has been finished now, and it's just the minor bugs that need ironing out before we get our review version. We should have that in time for next months issue.





We know you're ready to explode with anticipation for *Gran Turismo*, so here's some info to help you through until it's on sale.

GRAN TURISMO
THE REAL DRIVING SIMULATOR

There's still quite a wait before *Gran Turismo* comes out in the UK, but don't worry. The extra time is being spent well, with Sony adding new features and generally improving the game for us picky Brits. People are already raving about the Japanese version, and it looks as though the UK will be getting the best possible conversion of *Gran Turismo*. This month we're going to show you some more amazing pictures of one of the best-looking games around. Please try not to drool on the pages.



PHWOAR! HUBBA HUBBA! LUVVERLY GRAFFIKS!

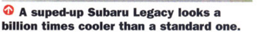
Once again we want to stress the excellence of *Gran Turismo*'s graphics. Just look at them – they look almost like Real Life (that thing that interrupts gaming every now and then). The detail on the scenery is excellent and goes off into the distance further than most games do, meaning that things don't pop-up as badly as you'd expect with this much going on.

You only need to see the cars in replay mode to see how incredible they are. As well as having lots of realistic detail, they also have a fancy reflection effect (a technique called Environment Mapping) which moves around the bodywork to make them look even more true-to-life.







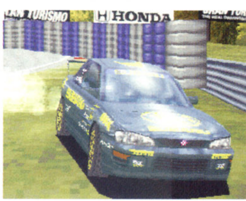


A suped-up Subaru Legacy looks a billion times cooler than a standard one.



This brilliant Mitsubishi GTO is loads of fun to drive when upgraded to the max.







The camera angles and the detail on the cars make the replays look amazing!



Although the graphics are the same, *GT* doesn't look so great while racing.





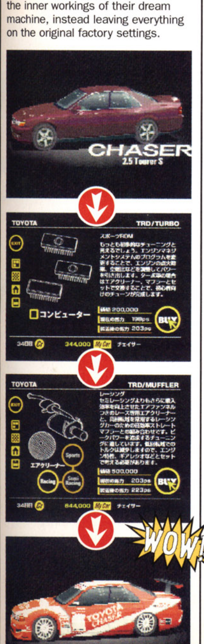


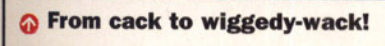
TOTALLY GEAR, MAN!

All you budding mechanics will have go mad for *Gran Turismo*, not just because you get to race expensive cars, but also because you get to fiddle around with their insides.

While playing the full-on Gran Turismo Mode you get the chance to buy loads of new parts for your cars from the specialist garages. It helps if you know a fair amount about cars, as you'll know exactly what everything does before you buy it – otherwise you'll just need to try all the bits out and see what happens. The best thing is that you can upgrade a not-so-good car rather than desperately trying to win enough cash to buy a whole new machine. Once you've upgraded a car to the top level (which makes it loads of times more powerful than usual) you get the chance to buy an all-new body shell. These have extra spoilers and things, as well as cooler paint-jobs and stickers all over them! And yes, you can upgrade ANY of the cars in the game like this – even all the second-hand ones!

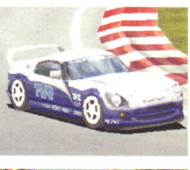
On top of that, you can configure just about every little part of your Pride and Joy before a big race to get it spot-on for the upcoming conditions. Most people will feel safer staying well away from the inner workings of their dream machine, instead leaving everything on the original factory settings.




From cack to wiggedy-wack!

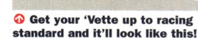






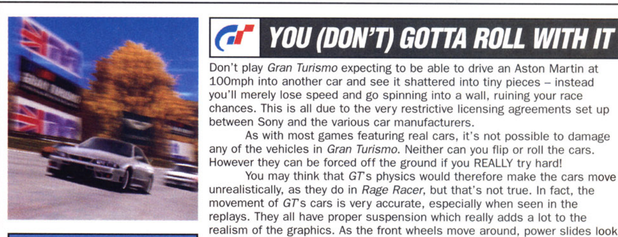
An upgraded Aston Martin DB7 Volante looks like this!




Get your 'Vette up to racing standard and it'll look like this!



This suped-up Toyota can go round corners at over 350km/h!



YOU (DON'T) GOTTA ROLL WITH IT

Don't play *Gran Turismo* expecting to be able to drive an Aston Martin at 100mph into another car and see it shattered into tiny pieces – instead you'll merely lose speed and go spinning into a wall, ruining your race chances. This is all due to the very restrictive licensing agreements set up between Sony and the various car manufacturers.

As with most games featuring real cars, it's not possible to damage any of the vehicles in *Gran Turismo*. Neither can you flip or roll the cars. However they can be forced off the ground if you REALLY try hard!

You may think that *GT*'s physics would therefore make the cars move unrealistically, as they do in *Rage Racer*, but that's not true. In fact, the movement of *GT*'s cars is very accurate, especially when seen in the replays. They all have proper suspension which really adds a lot to the realism of the graphics. As the front wheels move around, power slides look particularly good as you slide sideways with full opposite lock!

THE SUPER GT

After many hours of playing the Gran Turismo Mode you'll finally get to compete in the super-challenging races. You need all three race licences and enough money to buy one of the Special cars to get into these races (they all cost 50,000,000 credits in the Japanese version!), but winning them is another matter. For a start, you have to concentrate for ages in one go – expert races are 60 laps long! On top of that, the tracks are more fiddly than usual and you're racing against loads of other super-fast cars.






The strange Dodge Prototype is light, so it bounces all over the place when it runs off the road.

Oooh crumbs! Although this upgraded Honda NSX is on two wheels, it's not going to roll over.


Upgrade a Nissan Skyline to the top level and you'll go so fast your head will pop!



The wheels rattle around in their arches when you drive on the rumble strips.





BE PATIENT...

Unfortunately you're going to have to wait that little bit longer for *Gran Turismo* in the UK. We'll keep you informed of its development to make the months speed by.



PlayStation	RPG	BY CAPCOM	• SNES PREDECESSOR AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 CD • RELEASED BY OCEAN TEL 0161 832 6633
90% COMPLETE	APRIL RELEASE	1 PLAYER	

With all and sundry going mad over Capcom's fighting games and *Resident Evil* (and rightly so), Ocean sneak the European rights to the red-hot RPG.

BREATH OF FIRE III

Super NES to PlayStation. It's not the sort of jump you'd expect a game to make, but in *BOF III*, that's exactly what we've got. Having made two fairly successful appearances on Nintendo's 16-bit wonder, the team defect to Sony and make one of the few 'old skool' RPG's in a long while. Usually, developers won't bother to translate these games from Japanese, which is why we're glad to see companies picking up these titles. And with *Alundra* sneaking off to Psygnosis, maybe this'll see the end of Japanese-only RPG's.

ONCE UPON A TIME;

The game begins, rather curiously, in a mining area where two guys have uncovered a creature frozen in ice. After setting the detonators they move away, and the creature is freed. This is where you come in. Taking control of the dragon, you must try and escape from the mine. However, you get caught by the men and locked up in a cage. As they are shipping you to their base, you manage to knock your temporary cage from the carriage and to freedom. As you touch down in Cedar Woods, you somehow transform from a Dragon into a human(!) and are taken to safety by two passers by. You start from their house and the journey has begun.



Battles break out anywhere, despite obstacles.





In this small scene, you have to cut firewood to be set free.

JIM JAM ACTION!

Once you have control of your character, the first thing you need to do is find some kit! Decked out in only a useless set of pyjamas, you must locate the two characters who rescued you, now revealed as Teepo and Rei. These two don't have the best of reputations in the town because they are the local bullies/thieves, but they still manage to 'purloin' you some armour and a weapon. And as a second bonus, they join your party to help you along the way!



The Whelp Breath kills all of the miners in one go. And looks cool!

FIGHT TO THE DEATH

Those that have had any sort of experience with Role Playing games will get to grips with the fight system immediately. Once a battle has begun, you have to pick the attack and victim for each character using various on screen icons and wait until they've all had a go before starting again. As well as standard sword swipes, characters can develop magic spells and use items to both heal themselves or damage enemies.

LOOK, LISTEN AND LEARN

A cool trick in *Breath of Fire*, is the one which lets you pinch other peoples moves. The 'Look' option is basically you learning an enemies move when they attack with it, and being able to use it yourself. To see which commands you've sussed, check your Skill Notes in the inventory where it'll list everything you need to know. You can also pass on this experience to other members of your party, but to do this you need to find or buy a small tub of Skill Ink first.





ONE FOR THE MASTERS

If you happen to come across a Master while playing, then you should slide up to them and be polite because they can offer you much advice and guidance. By making yourself an apprentice to a master, your character adopts new skills and stats depending on the leader you answer to. Some are obviously more suited to certain characters, but generally, the Masters are exactly what they are.

With Rei gone, trying to fight these huge plants is pointless.



CHARGE OF THE LIGHT BRIGADE

During fights, various messages appear on the screen letting you know about other moves and effects that are having an impact on the battle. For instance, if the message 'Reprisal' appears after one of your troops has been hit, they'll hit back with an instant retaliation. 'Critical' means you inflict more than double damage on enemies, 'Influence' appears to be a combination attack with two or more enemies and 'Unmotivate' seemed to make the character uninterested in fighting. Baddies can 'Escape' during a fight to avoid death and by holding L1 when selecting an attack mode, you can charge an opponent and all three attack one after another. This is best used for when you face a single enemy and not a group.







I AM THE GOD OF HELL FIRE...

And I bring you...*Breath of Fire 3*! Even though *FFVII* is still a personal favourite of people in this office, *BOF* could prove to be just a playable. Keep your eyes out for this one.





PLATFORM GAME | BY TRAVELLERS TALES | MAY RELEASE | 1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY PSYGNOSIS

TEL 0151 282 3000

PlayStation's first real shot at taking on *Mario 64*, and winning, with a colourful and cute 3D adventure.

RASCAL

He may be small, but he never forgets. Rascal is in deep trouble and it's all because of the evil time overlord Chronon. Rascal was busy creating new tricks on his skateboard, when little green men suddenly showed up. It's all because of his Dad Professor Casper Clockwise, you see he's invented a time machine, and old Chronon's only gone and flicked the switch and thrown the pair of 'em back in time.

Now it's up to Rascal to save the day. He grabs his Dad's latest invention, the bubble gun, and high-tails it outta there. The portals of time are about to be busted open.

GO GET 'EM TIGER

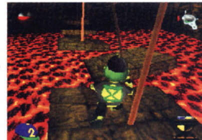
Rascal must rescue his father from the evil Chronon by venturing through time. On each level you must help Rascal search for six segments which, when placed together, create a time bubble. This allows Rascal to enter a new level to continue his search. All these levels look amazing – rich in colour, with superb lighting effects. Plus the game runs at a super-smooth 50 frames per second. Surely an indication that there's a lot of life left in the PlayStation.





He's got his bubble gun at the ready, but first he's gonna choose a door to go through. Excited?





Rascal finally meets his match as he goes up against the feared *Croc*. Who'll win in the battle of the super cute platformers? Our money is on the one in green.

WAKKA WAKKA WAKKA

We've said before that *Rascal* is definitely going to give *Mario 64* a run for its money in the graphic stakes, and that's no lie. Simply, *Rascal* looks amazing. While the boy wonder himself may not look too appealing he has some heavyweight talent behind his design. None other than the Jim Henson Creature Workshop were employed to design *Rascal*, and the main characters in the game. These were the people responsible for Kermit and Miss Piggy from the Muppet Show remember. Levels also load very quickly, though each new room Rascal enters having to be loaded separately. This all happens in a blink of an eye.

A MOST EXCELLENT ADVENTURE

The six levels Rascal explores take in such exotic places as the Wild West, Aztec ruins and Atlantis. The clever part, is that you have to play each of these levels in three different time zones. We're not talking Greenwich Meantime either, we're talking past, present and future. This little jaunt through the sands of time isn't going to be easy! The passage of time has a strange effect on each level, with objects being affected by what is going on around them. For example one level set in a castle is full of soldiers in armour in the past, but in the present the castle has been turned into a museum, and the suits of armour are now on display behind glass.



Very clever them Henson people. Look at that logo on his shirt, it's an egg timer – that's comedy.

ONE POINT TWENTY ONE GIGAWATTS!!!

As *Croc* has already proved, there's a big enough audience for games of this type on the PlayStation. While *Rascal* may be aimed at a younger audience in terms of gameplay, in terms of graphical appeal, it looks second to none.



YOU DON'T KNOW HOW ECSTASY WILL AFFECT YOU.

Taking E is a gamble. No one knows exactly
what's in a pill, it could contain anything.
The people who make them
do it to make money and not to win friends.
Even pure ecstasy isn't safe so
the only safe bet is not to take it at all.
For information on other risks or just a talk,
call us in confidence on 0800 77 66 00 and know the score.

national drugs hel?line
0800 77 66 00





3D PLATFORM GAME | BY CRYSTAL DYNAMICS
APRIL RELEASE | 1 PLAYER

- PS AND 3DO VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY BMG INTERACTIVE TEL 0171 384 7500

Everybody's 'favourite' Gecko is back. Having read the *Mario 64* guidebook, he's trying his hand at a 3D platformer.

GEX 2

Now that *Mario 64* has amazed everybody, it's fair to say that no other game of that style will have the same knock-me-down-with-a-feather effect. Many of its imitators are using the 3D environment merely as a loose theme rather than it being an integral part of the game. Maybe *Gex* could be the one to break free from the *Mario* clone mould. The game follows a similar scenario as the original, in that you leap into various TV worlds and have to locate remotes to get back out. As you can see from the shots, the PS version looks ten times better. Whether it plays as good is another matter.





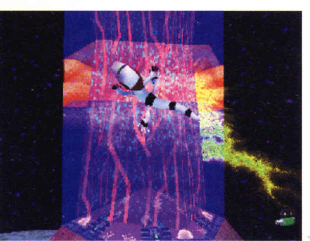
The camera rotates around to give the best view





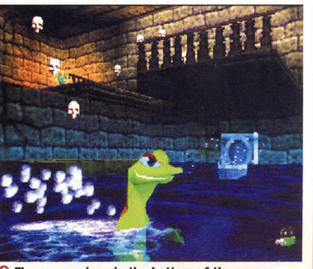
TAILS OF THE UNEXPECTED

There are varying amount of remote controls located in each stage. One is the standard red one that lets you escape from the level (you may need more than one of these), the other is a golden controller which you have to do a fair bit of work to get. When you first enter a stage, you have to find 30 pick-ups (carrots, drumsticks, etc). Once that is done, you get an extra life and the collectables change to a second icon. Collect 40 of those, another life is yours and the power ups move onto a third and final item. Collect 50 of those, and you'll be rewarded with the golden 'changer' and more levels will open for you. Again, there could be a couple of these to hunt down in the latter and more tougher stages.



GOGGLE BOXES

Locating the small TV sets inside the levels will reward you with other pick ups. The green sets release a small green fly once smashed which, when eaten, gives you one extra paw of energy. The boxes with a chequered flag inside them are a checkpoint so you don't have to restart the level. You can also collect various power up TV's, which turn Gex into a fire lizard who leaves a trail of flames and pink-looking ones which give an extra life. Lovely.



The camera icon in the bottom of the screen indicates that you can pan the view around by using the shoulder buttons. It disappears and changes to a cross-like icon when you can't.



GEX OFF MOI LAND!

With an end of March/beginning of April released pencilled in for *Gex 2*, the whip-tailed one will be hitting your shops sooner than you think. The CVG jury will be in court next month to pass sentence. Contempt will be punished.



GIZMO PALACE

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DUELLING DINO DIGS
For your money you gets a rock-hard block of sand, and some tools to dig up and assemble the secrets within. Alternatively bury the block in your garden, then watch your dog schizo, as it starts retrieving plastic Velociraptor bones.
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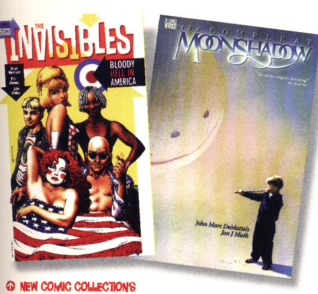
PAPER WRAPS STONE, STONE BLUNTS SCISSORS, SCISSORS CUT PAPER, LIGHTSABER SEVERS LIMBS. HA HA, MOST IMPRESSIVE.

LX4 STEERING WHEEL
The first N64 wheel to feature RUMBLE action. Driving Tractors and JCB's were never this much fun.
£54.99 Gamester
Available at all good game stores.

MDR-G61 HEADPHONES
With the 'headband' placed behind the neck, these have been designed so you may enjoy listening to music while jogging or dancing. They still don't make the soulful sounds of Michael Bolton pleasurable though.
£24.99 Sony
Stockist info: 0990 111 999









NEW COMIC COLLECTIONS
This month sees the brilliant Invisbles, and the heavyweight Compleat Moonshadow hit the shelves.
£8.99 The Invisibles
£24.99 Moonshadow
Titan Books

SUPERMARKET SWEEP
The board game millions have been waiting for. Enjoy all the fun of shopping, in the safety of your own home. Remember to visit the pick 'n' mix counter for a bonus.
£19.99 Britannia Games
Also available as a travel pack.

SEA MONKEYS
The famous product from the pages of the greatest comic books, is finally available to buy over the counter. Illegal on these shores for years, now you can find out why. A must for all budding Dr. Frankensteins.
£4.99 Benjamin Toys/ Educational Insights

YOU WILL OBEY MY EVERY COMMAND. WHEN I SAY JUMP YOU'LL SAY 'HOW HIGH'. ONCE YOU ARE PROPERLY TRAINED, THEN MY PRETTIES - TOGETHER WE'LL RULE THE WORLD...



WARNING!!! WARNING!!! LABRADOR, LABRADOR, DANGER WILL ROBINSON WARNING, MY INDICATORS SENSE THE NEIGHBOUR'S DOG COMETH!

X6-32M PC PAD
That's a catchy name for this new 8 button PC pad. It's got ergonomically positioned fire buttons (four in the trigger position) and if you know what that means, this is the pad for you.
£19.99 Saitek
Available from major game retailers now.

LOST IN SPACE - CLASSIC ROBOT
Relive memories of the classic TV series, with the loveable Robot called: Robot! We'll show you the toys from the new movie next month.
£14.99 Toy Options
Stockist info: 0161 633 9800



GAME BOY POWER UNITS
Harness the power of snow peaked mountains, with Americas most popular rechargeable battery since 1994 (or so Rayovac claim). The Energiser bunny has been seen in training ever since.
£6.99 from Rayovac
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NEXT MONTH

***XENOGEARS*: SQUARE SOFT'S LATEST. IS IT AS GOOD AS *FINAL FANTASY VII*.**

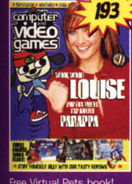
PLUS: 1080° SNOWBOARDING, BREATH OF FIRE III, BURNING RANGERS, FIFA WORLD CUP, THREE LIONS, INTERNATIONAL SUPERSTAR SOCCER 98, GASP, PITFALL 3D, RASCAL, BOMBERMAN WORLD, BRITISH GRAN TURISMO...

ISSUE No. 198 OUT ON APRIL 15TH



BACK ISSUES!





Free Virtual Pets book! Exclusive Louise interview, plus 24-page essential Christmas Buyers Guide! *Marvel Super Heroes* play guide, JAMMA Arcade Show report, and masses of Christmas reviews!



A world exclusive playtest of *Resident Evil 2*! Plus four awesome players guides of *Tomb Raider 2, Diddy Kong Racing, Sonic R* and *MK 4*, a sheet of cool stickers and the first ever review of N64 *Nagano Winter Olympics*!



Massive report on the HOTTEST games coming your way in 1998 - including *Tekken 3, F-Zero X, Metal Gear Solid, Sentinel Returns, Xenogears*, and *POCKET MONSTER*. The ultimate guide to this year.



Resident Evil 2, Gran Turismo, Yoshi's Story, Mystical Ninja Goemon, Sega Rally 2, F-Zero X, Snowboarding 1080°, WCW Vs NWO, Street Fighter Collection, Game Boy Pocket, Headless Croc!

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May the scabs of a thousand lepers fall into your mouth while you sleep, and the sound of Ed Lomas singing Pink Floyd enter your ears, and your nose turn into a swarming white dog turd if you don't reserve my CVG.

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CHECKPOINT

This month's events and software releases at a glance. **March-April**

IN ASSOCIATION WITH **electronics boutique**

This Spring sees an avalanche of top games heading our way, compared to the quiet start the the year. Look at some of these hot titles.

What an awesome few months we've got lined up. No matter what format you own, there's something huge on the way. Saturn owners can, at last, look forward to the machine's two biggest titles for a long time in the form of *House of the Dead* and *Burning Rangers*. Those wanting N64 titles can rejoice at *Yoshi's Story*. PlayStation has *Gran Turismo* and *Resident Evil 2* in Summer and even the Game Boy has a big game – *Warioland 2*! Last, but no way least, are the PC Owners who have *Starcraft* and *Motorhead* (Gremlin's answer to *GT*) looming.

TOKYO TOY SHOW

March 18 - 22
Tokyo Big Site, Tokyo
A haven for those big kids at heart. Everything and anything toy related will be here, and if current trends in UK are anything to go by Yo Yo's are going to be the big toy of this year. Remember, you read it here first.

TOKYO GAME SHOW SPRING

March 20-22
Makuhari Messe, Tokyo
Paul hasn't managed to blag himself a free trip to this year's show, but our guy in Japan will be roaming the stalls with his video camera and Dictaphone catching everything that's hot. Big titles will be Tekken *3* and *Metal Gear Solid*. But the biggest announcement could well be Sega's new machine. Krakatoa!

E3

May 28-30
Atlanta
The big one. The Daddy of all game trade shows. If you've got something to flaunt then you take it here! Needless to say Paul is attending this one (lucky sod) and will be bringing us the lowdown on 4th generation PlayStation games, and maybe the new Sega Machine. 64DD stuff should be flowing from every Nintendo orifice too.



WIN WITH electronics boutique



SPICE WORLD

Love 'em or hate 'em, the Spice Girls are about to invade your PlayStation and there's nothing you can do about it. So what better way to celebrate than letting CVG give you the chance to win copies of the game. So what do you have to do? Well, there has been much talk about the sixth Spice Girl (the lasses themselves said it was Maggie Thatcher!) but now is your chance to end the argument once and for all! Get your crayons out and draw the sixth Spice Girl. If she has a name even better, but any Lara Spice entries will be thrown straight in the bin. Entries should be marked **FIVE ARE BAD ENOUGH.**

HOUSE OF THE DEAD

Sega's awesome coin-op gets an ultra-quick conversion, and will be in the shops before you can say 'Blimey, is that a zombie chewing a hole in my leg?'. We're going to give you the chance to own the biggest Saturn release for some time by entering this simple competition. We want to see the most scabby house or room you can find. It must be a photograph, and if it has the scabby owner as well, you've practically guaranteed yourself a copy of the game. Send pics to **HOOSE O THA DEED MON!**

YOSHI'S STORY

Mario's side-kick gets his first solo N64 outing, and what a jolly fine game it is. But, it's cute, cuddly, and wants to make you barf. And we're all rock 'ard geezers right! Maybe. So it's another photo competition, as we want you to send in pictures of your ugly pets. And the more obscure the pet, the better. And that's it really. We'll take this opportunity to say that we cannot return any of the pics, so please do a copy and send that to us instead. Address them **LOOK AT THIS OLD BOOT.**

Send entries as soon as possible to:
CHECKPOINT #197 FREEBIES, COMPUTER AND VIDEO GAMES, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TZ

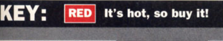


What are the benefits you have for using EB to buy all of your games? Joining via the free membership gives you a loyalty card. Use this often enough and discounts and special offers will be headed your way. If you don't like the game you've bought, you can take it back within ten days and get a full refund or you can trade in games once you've finished them to get discounts on new titles. If you want any information, then give the customer support line a ring on 0800 317778.

MARCH-APRIL SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH electronics boutique

KEY: **RED** It's hot, so buy it! **BLUE** Avoid like the plague!

GAME NAME	COMPANY	FORMAT
6th March 1998		
Diablo	Electronic Arts	PlayStation
Snowbo Kids	THE Games	Nintendo 64
Deadlock: Shrine Wars	Electronic Arts	PC CD-ROM
13th March		
Aironauts	Ocean	PC CD-ROM
Flying Nightmares 2	Eidos	PC CD-ROM
Spearhead	BMG	PC CD-ROM
Starcraft	Sierra	PC CD-ROM
Sierra Pro Pilot	Sierra	PC CD-ROM
18th March		
Perfect Assassin	Grolier Interactive	PlayStation
20th March		
Tomb Raider: Platinum (RED)	Eidos	PlayStation
Snow Racer	Ocean	PlayStation
Chill (BLUE)	Eidos	PlayStation
Gauntlet	Ocean	PC CD-ROM
Anno 1602	Ocean	PC CD-ROM
M1 Tank Platoon 2	Microprose	PC CD-ROM
Deathtrap Dungeon	Eidos	PC CD-ROM
27th March		
Reboot	Electronic Arts	PlayStation
Triple Play '99	Electronic Arts	PlayStation
Premier Manager '98	Gremlin	PlayStation
Men in Black	Gremlin	PlayStation
Soldiers at War	Mindscape	PC CD-ROM
Wetrix	Ocean	PC CD-ROM
Wrecking Crew	Telstar	PC CD-ROM
Megaman Battle and Chase	Ocean	PlayStation
Ayrton Senna Cart Racing (BLUE)	Ocean	PlayStation



BLUE Avoid like the plague!



GAME NAME	COMPANY	FORMAT
Megaman 8	Ocean	PlayStation
Super Pang	Ocean	PlayStation
Street Fighter Collection	Virgin	PlayStation
March (no set release)		
Power Boat	Interplay	PlayStation
NBA Pro '98	Konami	PlayStation/Nintendo 64
Poy Poy	Konami	PlayStation
Spice World	Sony	PlayStation
Jet Moto 2	Sony	PlayStation
Point Blank	Sony	PlayStation
Bomberman	THE Games	Game Boy
K-1: The Arena Fighters	THQ	PlayStation
Tenth Planet	Virgin	PC CD-ROM
Black Dahlia	Take 2	PC CD-ROM
Virtual Lula	Take 2	PC CD-ROM
VR Powerboat Racing	Interplay	PC CD-ROM
Indy 500	Virgin	PlayStation
Civilization 2: Multiplayer	Microprose	PC CD-ROM
9th April		
Three Lions: England's Glory	BMG	PC CD-ROM
10th April		
Yoshi's Story	THE Games	Nintendo 64
House of the Dead	Sega	Saturn
Buggy	Gremlin	PC CD-ROM
Motorhead	Gremlin	PC CD-ROM
Cyberstorm 2	Sierra	PC CD-ROM
17th April		
Half Life	Sierra	PC CD-ROM
24th April		
Burning Rangers	Sega	Saturn
Lucky Luke	Ocean	PlayStation
April (No set release)		
Goemon	THE Games	Game Boy
Rascal	Sony	PlayStation
Wario Land 2	THE Games	Game Boy
Forsaken	Acclaim	PlayStation/PC CD-ROM
Xenocracy	Grolier	PlayStation
Forsaken	Acclaim	Nintendo 64
Treasures of the Deep	Sony	PlayStation
Kula World	Sony	PlayStation
Goemon 64	Konami	Nintendo 64
Acclaim Sports Soccer	Acclaim	Nintendo 64
NHL '98	Sony	PlayStation
Micro Machines V3	Codemasters	PC CD-ROM
Redneck Rampage 2	Interplay	PC CD-ROM
Decent Freespace	Interplay	PC CD-ROM

24th Apr



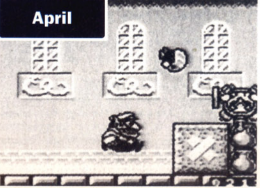
10th Apr



MONEY OFF NEXT MONTH

Next month sees to the first EB/CVG Money off voucher in Checkpoint. Yes, when you buy issue 198 of CVG, we will be giving you the chance to claim £5 off any game at EB when you spend over £30. It's that easy. So we'll see you same time, same page next issue. Thanks to EB for this months stuff.

April



WINNERS! WINNERS!

COOL BOARDERS 2



This was one of the most difficult Checkpoint competitions we've had to judge for a long time as we had some pretty tragic entries. Jean-Claude Van Damme was Steve's favourite, Ed liked the Paul Davies entry and the story about James Ellis who took a cardboard box from Tesco and pushed himself down the stairs in it got a laugh from everyone. The winner however, was Peter Rutherford of Ashurst in Skelmersdale. No doubt your Mum told you that you'd grow into that uniform right?





STARCRAFT

OK, so it was a pretty silly competition, but at the end of the day you still entered it! We had the usual fart gas, and pooh-sticks style entries, which we brought on ourselves just by the name of the competition. But there could only be one winner, and that was David Rowland of Chadwell Heath in Essex. Not only did his entry have butt craters and a phaser burn on the butt, but was the only entry to use an imaginative fart gag, in that it was a tractor beam used to coax in the Enterprise! Your copy of *Starcraft* is in the post mate.



STEEP SLOPE SLIDERS

By far the most popular compo this month, was our Design A CVG Snowboard. We had stacks of entries with the usual Hunter/High Five logos emblazoned all over them, most of which looked like they took about five minutes to bosh out. But, the winner is this effort from Alex Ramseyer-Bache from Leeds. Not only does he have the best double-barrelled name on the planet, but he also spent a bit of time on his Hunter/Bomberman/Parappa effort. Well done Alex.





NINTENDO 64	PLATFORM	BY NINTENDO	• PRICE £49.99 • SNES PREQUEL AVAILABLE • NO OTHER VERSIONS PLANNED
	APRIL RELEASE	1 PLAYER	• STORAGE CARTRIDGE • RELEASED BY THE GAMES TEL 01703 653377

Your brain could do with a clear out. It's messed up, unfocused, and losing its shape. Reckon this game could liven it up.

YOSHI'S STORY

It's time to concentrate hard, and get to the bottom of a major mystery. But, before you do, there's a couple of things to consider. Like, unless you know Nintendo well, you could miss out on the bigger picture. Face value, impressive as it is, isn't the half of it in *Yoshi's Story*.

What you value from a game is also crucial, since there's no 3D driving, shooting, or fighting in *Yoshi's Story*. This is 2D action all the way.

Most of what's so good about *Yoshi's Story* is a secret. Or it was.



WHY THIS ISN'T MARIO AND IS IN FACT TOTALLY YOSHI

Never heard of Yoshi? It's time you did! This funky, and really famous, character belongs to the *Super Mario* family tree – a long line of totally brilliant platform games. Traditionally a *Super Mario*-style platform game requires you to guide the hero from one end of a course to the other, left to right, negotiating obstacles and collecting stuff en route to the Goal. You have a time limit too.

There are no Goals in *Yoshi's Story* as such. No time limits either. Instead the idea is to discover the most skilful way to complete a course. You can make this very easy for yourself, or very hard. It's up to you. Before you even start, there's a choice of Story Mode or Trial Mode, of which we'll explain something about for you here.



STORY MODE
Complete six stages out of 24 – there's a choice of four stages within the six pages of a picture book – as you quest to return the Super Peace Tree to Yoshi Island. Eat fruit, find gold coins, destroy enemies. In other words, get fat, get rich, get even! Baby Koopa is the villain. Don't let him make a fool of you!





TRIAL MODE
Choose any stage from the game and aim to get the highest score - make your Yoshi as happy as can be. Yoshis aiming for High Scores can only enter stages in Trial Mode if they've already been completed as part of Story Mode. Otherwise you'd all be cheating and looking at all the best levels first, wouldn't you!

WOBBLE WHILE YOU WORK

The Rumble Pak works well with *Yoshi's Story*. Once you're used to the feedback you get from almost any situation, it's almost stranger to play the game without it. A lot of the time the feedback is subtle, with soft vibrations used to describe, say, pushing a box. The contrast makes the heavy-duty shake of a Hip-Drop to the ground even more effective. Definitely try *Yoshi's Story* with the Rumble Pak, as it helps to create the essential involving atmosphere.



Ride the propeller platforms and feel the whirring through the controller.

Whenever Yoshis Hip-Drop the screen shakes violently. So do your hands! POOOMB!





YOSHI FAN

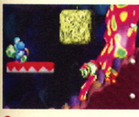
Baby Yoshis do zany things just to get by. They're great to watch. Sometimes better to listen to. Look at this.



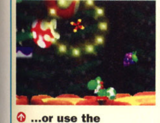
Yoshis throw eggs at enemies to score the most points.



Sometimes birds replace a Yoshi's eggs! Throw these around too!



Target enemies directly...



...or use the explosion to score a hit.



Jumping up and down on the back of this snake changes direction.



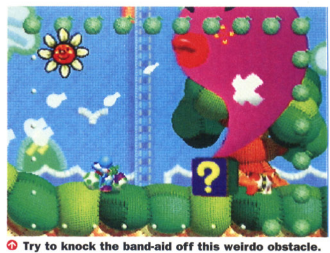
Yoshis will eat almost anything, but delicious stuff is rare.



Duck under spikes!



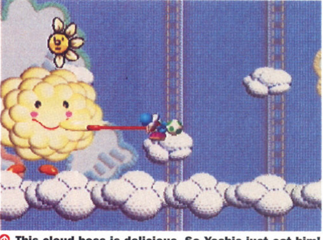
Collecting melons is tough, as they're well gaurded.



Try to knock the band-aid off this weirdo obstacle.



There are four mid-level bosses. They're all thick.



This cloud boss is delicious. So Yoshis just eat him!

LOOK AGAIN THEN LOOK AGAIN

Finding all the secrets in Yoshi's Story is straightforward work, but you need to know what you're looking for. Here are just some of the clues that require telepathic communication with extra-terrestrials to uncover. Well, almost.





JUST ADD WATER
These boxes seem empty, but dump them in the water and a melon appears. So that's where they are!

WIZARDS IN A ROW
It's tempting to eat these guys, but the trick is to down them with one egg.





MADE FOR EACH OTHER
Introduce some boxes to each other, and they vanish to produce two melons.



THAT'S SUSPICIOUS
Notice a coin in the middle of nowhere, or a missing piece of fruit? Could be treasure!



WHAT IS IT POCHI?
Pochi the dog loses control when he smells hidden stuff. Guaranteed rewards.



GET OUT!
Recognise Lakitu – the track steward from *Mario Kart 64*? You can hijack his cloud and take a ride!

FRIENDS OF YOSHIS

It's no surprise to find that Yoshis keep some pretty weird company. Nothing is entirely ordinary in this game, which makes each new encounter a surprise. You can try pinching yourself, but this lot are real okay. You're not dreaming.



MR CLOWN Looks like you've discovered a giant Hot Dog! In fact Mr Clown is a balloon-like character, who acts as a platform that can be stretched in all directions.



TULIP Suck on this and Yoshis are transformed into an egg. In this state they can be catapulted in any direction. Where there's a Tulip, you know there's a secret high in the sky.

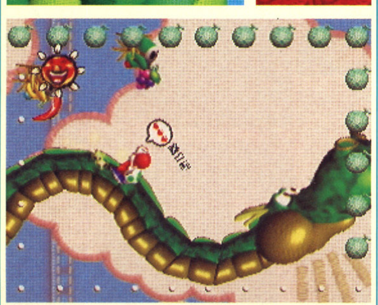


WHITE HEIHO If you lose a Yoshi, make sure to hunt down the White Heiho. Collar him on the Yoshi Select screen and send him away to retrieve your captured buddy.









MAGIC DRAGON You get to ride two kinds of dragon. The other is a fiery red version which lives in the lava lakes of Koopa's castle.

SORT OF SECRET MEGA YOSHIS



These guys aren't listed in the instruction manual. There's not a hint in the game as to where Black or White Yoshis can be found. Explore, however, and you'll meet up with them fairly soon. These special Yoshis eat almost anything and find it delicious, so present you with the chance of reaching ecstatic scores.





Find the special eggs. They're hidden in tricky areas of the book.



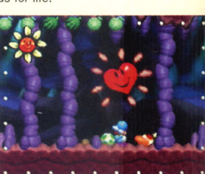
Whatever you do, don't lose the Yoshi who's towing the secret Yoshi egg! Black, and White Yoshis not only look cool, but they enable you to score, big time.

CONSIDER YOURSELF A FRIEND!

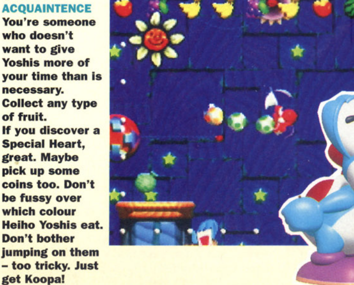


You can lead a few Yoshis to the end of the game, lose a couple of them along the way (who cares anyway), and defeat Baby Koopa within a couple of hours. That's a terrible prospect for anyone shelling out £50! But if you abandon the cause at this stage you're not only letting yourself down by missing the point, you're going to seriously upset the Yoshis. The entire *Yoshi's Story* set up is geared towards getting a high score, which in the Yoshis' case translates as happiness ratings. We'd like to show you how to make this multi-coloured bunch of baby dinos friends for life!





CASUAL ACQUAINTENCE You're someone who doesn't want to give Yoshis more of your time than is necessary. Collect any type of fruit. If you discover a Special Heart, great. Maybe pick up some coins too. Don't be fussy over which colour Heiho Yoshis eat. Don't bother jumping on them – too tricky. Just get Koopa!

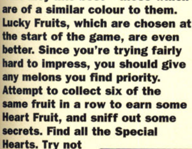


It's tense work to keep both Black and White Yoshis until the end.

Black Heihos usually taste foul, but not if you're a black Yoshi. Then they're delicious!

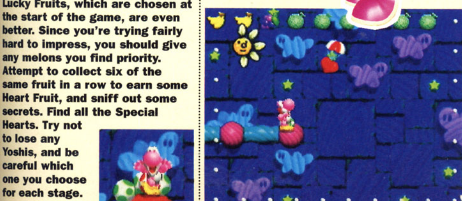
LIKE A BROTHER!
Collect only melons! This means sniffing out every last secret, and deciphering all the clues to those beyond a Yoshi's sense of smell. Hip Drop to turn every Heiho into a more delicious colour, and only jump on them or down ones that fly – avoid eating them unless you're desperate for eggs. Where there are lots of enemies in one place, explode an egg to down loads at once (the score multiplies). Locate the secret White and Black Yoshis, and take one of them to meet Koopa.





NICE TO KNOW
Start feeding Yoshis the kind of fruit they like best – those which are of a similar colour to them. Lucky Fruits, which are chosen at the start of the game, are even better. Since you're trying fairly hard to impress, you should give any melons you find priority. Attempt to collect six of the same fruit in a row to earn some Heart Fruit, and sniff out some secrets. Find all the Special Hearts. Try not to lose any Yoshis, and be careful which one you choose for each stage.





CVG OPINION

First of all *Yoshi's Story* has some truly special visuals. Likewise wonderful sound effects and music. Much of this is so subtle that you miss the finer details first time around, especially if you're rushing through the game. I got to visit Koopa in much less than half a day.

Thing is my curiosity forced me to go further, and when I started to look *Yoshi's Story* duly opened up to become every bit as special on the inside as I had hoped. Locating every melon and coin raises the challenge 100%, satisfaction levels start to soar. For example Page Two's Super Rail Lift course shifts from easy to extra tricky. So it's enough for very young players to survive each course, defeat the mid-level boss, and upset Koopa at the end. That's the basic story, in which the big guys simply act as interesting full stops.

A great player's rewards, however, are recovered from solving a set of 24 ingenious puzzles. If there were more to attempt, this game would have been accepted by all as an All Time Great. *Yoshi's Story* demands a sense of fun, a bit of cheek, and some daring. You need a stomach for 'Cute' too. If you lack any or all of these qualities maybe you should look elsewhere. Everyone else: JOIN THE PARTY!

PAUL DAVIES

RATING







This game's biggest rewards are reserved for those who stick at it. Though it's a short-lived challenge for players who don't like fuss.





RPG	BY CLIMAX	• PRICE £44.99 • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED	
OUT NOW	1 PLAYER	• STORAGE 1 CD • RELEASED BY PSYGNOSIS TEL 0151 282 3000	

The future success of RPG's in the UK could depend on this game. Vote...



ALUNDRA

A few months after the shockwave, *Final Fantasy VII* lived up to the hype and proved that a Role Playing Game can be successful outside of Japan. Previously only the strongest RPG's broke free of their country of origin, and when they arrived all that greeted them were a cult band of hardcore.

Then *Final Fantasy VII* showed up, and the rules changed. Perhaps now the RPG assault can begin. The first game to dip its toe into the water is *Alundra*. Should it do well, Psygnosis promise us there is more to follow – much more. Does *Alundra* have what it takes to drive such a scene?

THE CANDY COLOURED CLOWN...

The Elna have the ability to inhabit peoples subconscious, and travel around their thoughts. Once a person has entered the state of dreaming, an Elna can appear in their dream, and move around freely, becoming an active participant in whatever the person is imagining. By doing this they can even control the outcome.

Some say if you were to dream your own death, you would perish in reality. For the Inoans this is no myth, as they will soon suffer dreams of death. Only a true Dreamwalker can save them now.





THE LOST IDOLS

Alundra tells the classic story of good versus evil. King Snow has decreed all idol worship must cease. This is a terrible blow for the peaceful people of Inoa. Those that defy this new law are thrown into prison, tortured and killed. Without the idols the people soon lose all artistic inspiration. They also have great trouble sleeping. Their dreams became haunting nightmares.

Without idols, the people find it difficult to pray to their gods. They lose focus, and soon begin to lose faith. To add more misery to the Inoans, strange things start happening around the village. The Inoans' only hope rests with a mysterious tribe known as the Elna, who are said to possess a power which could help.





This heart-warming dialogue is the Inoan equivalent of Dot Cotton talking to Ian Beale. Just off the screen is the boozer.





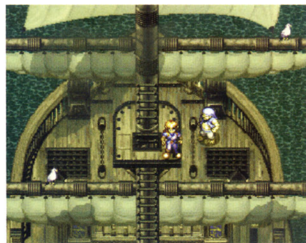




To load a previous adventure, you must select the relevant chapter from this mystical library.







IT'S LIKE EASTENDERS

ALUNDRA




You'll encounter lots of different characters during the adventure. Some are merely incidental, others become very important.

JESS



The first friendly face you lay eyes on is Jess, a swordsmith. Jess looks out for Alundra, providing him with weapons for his quest.

SEPTIMUS



Septimus has been studying dreams for the past three years. He hopes that his research can save the people. He'll be instrumental in helping Alundra.

MEIA



Meia is from the Elna tribe. She believes Alundra is not yet in full command of his abilities. Meia also has a heartbreaking secret.

YUSTEL



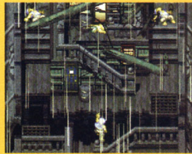
Another person to seek early on is Yustel, an old fortune teller. For a small fee Yustel uses her crystal ball to foresee the future, providing some useful clues.

HAIL THE CONQUERING HERO

This is where Alundra enters the picture, troubled by his own dreams where he encounters a vision of the cloaked guardian Lars. Alundra is told by the guardian to travel to Inoa, as he is the only hope. He is also warned of the evil Id that once ravaged the world, many years ago. Alundra decides to board a ship that sets sail to Inoa, and the adventure begins.







The vision, the boat, and a storm at sea. All mean the adventure has started, we're Inoa bound.

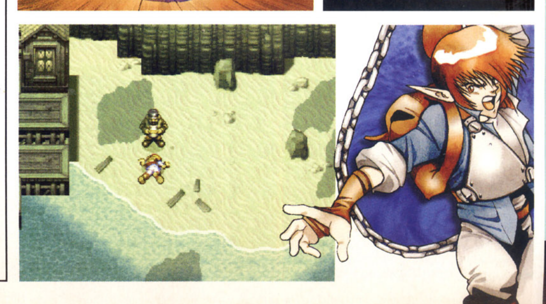
IT MAY LOOK IT, BUT...

The game uses a similar view to that found in the classic *Legend of Zelda* on the Super NES. With sprite based characters, rather than polygons, the game looks like it hails from a bygone era. The game has most in common with Climax's previous efforts; the brilliant *Landstalker* on the Mega Drive and the underrated *Dark Saviour* on the Saturn. The road ahead is fraught with danger, full of puzzles, platforms traps and dungeons.





Kind Jess warns Alundra of the trials ahead.



THE CRYPTIC MAZE

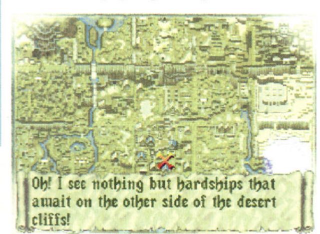
Most of the puzzles in the dungeons include flicking switches, locating keys, or levers to open previously locked doors. Whoever designed these dungeons has been kind enough to include cryptic clues and riddles, to help or hinder you in your progress. Every dungeon also contains a host of creatures and enemies.



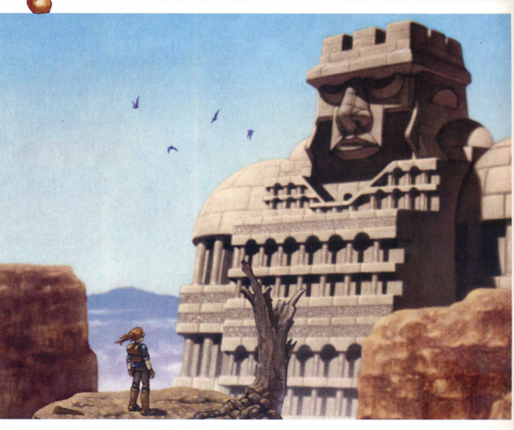




Switches come in various shapes. Here Alundra must slash the purple lights to open the doors.



Yustel offers help, but also uses cryptic clues in her advice. At least she kindly provides a map.





Hmm, the lyrics to a Paula Abdul song of yester-year, or another of those cryptic clues to help you?

DEATHTRAP DUNGEON

The majority of the game takes place in dungeons, or dreams, which are often like mazes. Alundra needs to solve puzzles to progress through these dungeons, usually finding an object that will aid him in his quest. While dungeons look similar, the game constantly offers something new. Just when you thought you'd seen it all, a surprise is right around the corner.





By standing in-front of the statue, a pathway opens for Alundra to reach a new area. Now you'll just have to figure out how to get past the next conundrum.

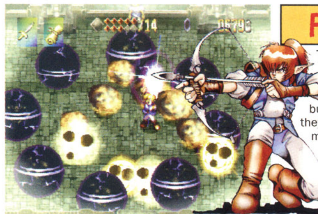


Argghh! The Cliffs of Madness. Hopefully there's some cragsmen around to clean up the clag nuts.







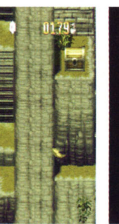


FIGHT! FIGHT! FIGHT!

The battles with the numerous enemy are not turn based, as in *Final Fantasy*. Instead they are performed like in a platform game, with one simple attack button. The enemy is also visible before they attack, unlike in *Final Fantasy*, which means you can run past some of the slower creatures. Later in the game Alundra will gain more powerful weapons that can be powered-up before firing. He also learns a little magic based around the four elements.

TIME TO GO GARDENING

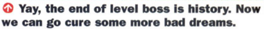
When you are in a village or town you are relatively safe from creatures. Most enemies are encountered travelling around locations, and of course in the various dungeons. In the forests surrounding Inoa, safety is always close at hand by hacking plants, and locating treasure chests. The plants can provide Alundra with Gilder – the local currency – and life drops, which refill his life gauge.










Yay, the end of level boss is history. Now we can go cure some more bad dreams.

CVG OPINION

***Alundra* isn't *Final Fantasy VII*, but that's no bad thing. There are lots of differences, but the main one is a question of scale. Not in terms of game time, 40+ hours, but in diversity and places to travel to. The story and characters aren't as engrossing either, but Alundra is still very good. The puzzles are what really make the game, ranging from obvious, to ones which require the process of elimination, to the bizarre. The difficulty level is also pitched perfectly, with you getting just a bit further each time you play. The story is solid, although not much happens for the first few hours, but like most RPG's you'll soon be completely engrossed until the resolution of the tale. The graphics are simple but effective, possibly bringing a happy tear to nostalgia fans eyes. If you've been bitten by the RPG bug *Alundra* is certainly worth a look.**

ALEX HUHTALA



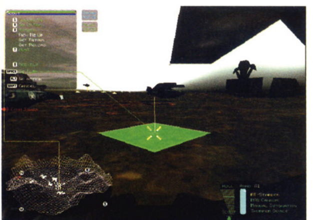








A great RPG, and one to show of the diversity of the genre. It hasn't much in common with Final Fantasy VII, but is a good game in its own right.



PC CD ROM

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The classic Atari tank simulation is brought up to date. Now it's more like *Command and Conquer* in 3D.

Way back in 1980 there was a tank simulation made by Atari. Using state of the art vector graphics, and a novel control system, it was unlike anything else in the arcades at the time.

So impressed were the American military that they ordered special editions of the game, so that they could train tank commanders. The concept of the game was simple, set on a desolate planet, it was kill or be killed as enemy tanks scoured the barren landscape searching for you.

Since then tank simulations haven't grabbed public attention in the same way as flight simulators. In a bid to inject some new life into the genre *Battlezone* is back. The grandaddy of them all is about to bring things bang up to date.

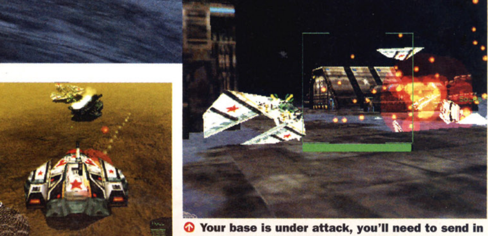




THE SPACE RACE BEGINS

The game is set in a bizarre alternate past: Venture back to the 1960's and witness the birth of the space race. There's one tiny hitch, the space race is a lie. Only you, President Kennedy, your brigade, and the Soviets know that it's really an arms race – for alien technology. As new weapons are discovered the war between the Americans and Soviets increases, and you must fight from planet to planet, for your chosen country's survival.

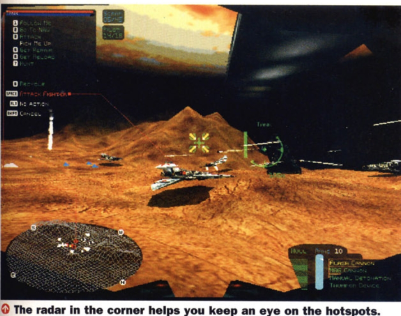




Your base is under attack, you'll need to send in some wingmen, or do the job on your lonesome.



The ships are incredibly detailed, this one's under heavy attack, so its days are numbered.



The radar in the corner helps you keep an eye on the hotspots.

✸DARK SECRETS REIGN✸

In 1958 President Dwight D Eisenhower establishes the 'National Space Defence Force', and 'National Aeronautics and Space Administration'. The former is a covert organisation that you have been assigned to. The latter is the public face of the space program. Under the NSDF an elite force of engineers and combat personnel will secretly venture into space to gather an alien bio-metal that recently fell to earth amongst a reported meteor shower. The team have been ordered to establish a base on the dark side of the moon in preparation for the expedition.



The landscapes are large and varied, so you'll need to pick different tanks to benefit on each moon.



The Golem is the Soviets' most powerful weapon, and uses Alien technology. If you see one of these on the horizon, hit it fast with everything you've got. Use the Sasquatch for a good fair fight.

✸THE SPICE IS LIFE✸

The main role for each army is to defend their scavenger units. These are like huge vacuum cleaners that scour the land for scrap from destroyed vehicles and bio-metal deposits. You must remember your purpose of why you're on these planets in the first place: to reclaim bio-metal. You will be allowed to select and build new units from these deposits, but a fair proportion of bio-metal must be sent back to Earth for the conflict there.





✸RETRIEVE THE ALIEN ARTIFACTS✸

Scientists believe that the bio-metal is debris from a massive alien structure that must have suffered a cataclysmic event. Estimates based on meteor showers place the source object 100 trillion kilometres away when the event happened. The scientists then conclude that bio-metal fragments have passed within the gravitational pull of every other planet in the solar system. Certain planets are more likely to have collected bio-metal debris, due to gravity. Top of the list for candidates is Luna the Earth's moon, with the recent technological leaps made by American scientists provided by the bio-metal, the moon is easily within the NSDF's grasp.



✸PATTON IN SPACE✸

Apart from everything being in 3D, the main difference between *Battlezone* and *Command & Conquer*, is that you are also in the heart of the battle. Your role is to command your ground forces, but you must also survive enemy encounters along with your troops. You can zoom around each level, and call in your orders, even setting up sentries and cameras in remote positions. Should you take a fatal hit, however, it's game over.

WE GOT A GREAT BIG CONVOY

Every vehicle in the *Battlezone* world has a fancy NSDF code number and name. They also have nick names which are much more memorable. The different vehicles fall under three important divisions: Attack, Defence, and Production. Certain vehicles can only be built by the larger production vehicles, but nearly everything in the game can be ordered to pack-up and move, along with your base. For immobile objects you can even build a tug to drag heavy objects. This function plays an important part in the game strategy, as you are constantly searching for new places to build your base. Especially close to natural power sources and bio-metal.



That's a big transport, that can withstand a lot of heavy-duty firepower. Put smaller units inside it and go and attack the enemy base. Alternatively, just build up troops and hide 'em in these, then counterstrike.



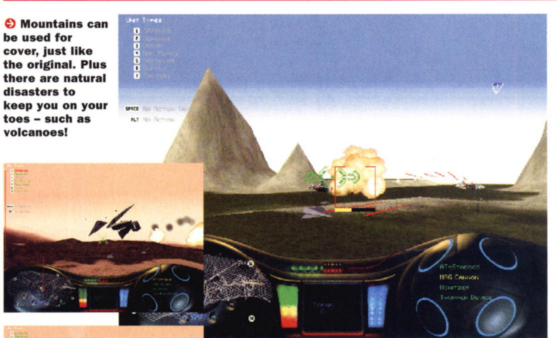
MULTIPLAYER MADNESS

The single-player game consists of a number of campaigns, each involving smaller missions. Once you've completed the game as one country you can always go and play as the opposition for a different challenge. Multi-player games involve deathmatch modes and flag games.

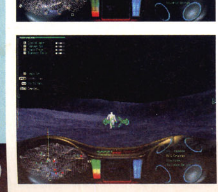
SAY HELLO TO... WHATTHEHELLISTHAT

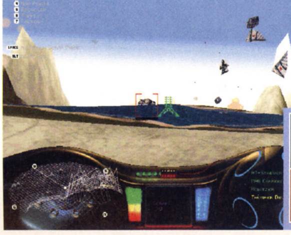
Besides being able to build lots of vehicles, there are loads of different weapon systems to choose and upgrade to. There's something for every gun freak, from the standard mini gun, to cruise missiles. You can also launch a variety of counter measures from your tank, such as mines and the amazing thumper, which acts just like the Quake weapon in *WipeOut*.

Mountains can be used for cover, just like the original. Plus there are natural disasters to keep you on your toes – such as volcanoes!



Is that the Alien Eiffel Tower on the horizon? Oh, dang it's just some fancy gunsights. Bombs away!!!





REVIEWER

Wow is the word best used to describe *Battlezone*. From the opening movie, where the original *Battlezone* vector graphics are the first thing you see, and then the camera pulls back to reveal that this is your tanks radar. You know you're in for something special. There's just so much going on, that you hardly have time to think. When strategy is an important part of the game, this can make some moments very frantic. Apart from merging 3D and real time strategy game elements, *Battlezone* isn't doing anything original but it's doing these things very well. The graphics are great, and the enemy AI excellent. Not surprising when you find out that the *Interstate '76* and *Dark Reign* teams also assisted with *Battlezone*. The main thing to remember, is that you're actually playing a game. *Battlezone* makes you want to leap forward 20 years to play the game on a machine that can really do the idea justice. Which isn't to say that the game is bad right now – far from it, it's just an indication to the total immersion games of the future are bound to offer.

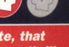
Alex Huhtala





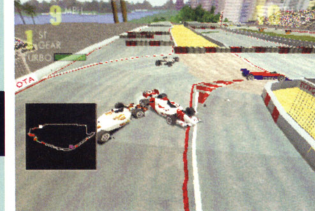






A brilliant update of an old favourite, that mixes many styles, and offers intense thrills. Play if you want to try something different.







- PRICE £44.99
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You've proved yourself at Formula 1 '97, and now you need the next challenge. Make like Nigel Mansell and prepare to compete in the Indy Car championship.

NEWMAN HAAS RACING

If you've already perfected every circuit, raced as every driver and one the championship several times over in F1, you'll be wanting a new challenge. Psygnosis will hope you'll want to emulate what Nigel Mansell did at the end of the '92 Formula One season, and choose to go and race in Indy Car instead. Unfortunately you won't have the option of being paid lots of money to take up this offer. Instead you have to pay for the pleasure. A new championship awaits with circuits in America, Canada and Australia to be raced on. All you have to do is pick your favourite team, choose a driver and then you're off.



HÄAGEN-DAAS RACING?

Just like F1 '97, the reason to pick up and play Newman Haas, is because of the realism. The game has been developed with the assistance of the Newman Haas team. The constructors that lured Nigel Mansell to race Indy Car several season ago. The current team consists of Michael Andretti and Christian Fittipaldi, two of the most famous drivers in the championship. Michael Andretti made his debut for the team in 1989, making the first ever father and son teammates, as he raced against his father Mario. Christian Fittipaldi joined the team in 1996 after driving in Formula 1. The game features 14 more famous drivers, among them Alex Zanardi the '97 champion, and Mark Blundell another former F1 driver, who stands a good chance of winning the title in '98.



DRIVER HISTORY

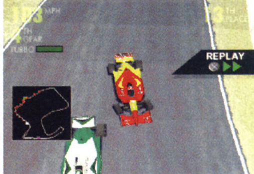
Michael Andretti
Date of Birth: October 5, 1962; Bethlehem, Pa.
Citizenship: American
Earnings: $13,862,619
Starts: 194 Poles: 30 Wins: 35

Career Highlights:

1997 PPG Cart World Series - Debuted the all-new, American-made Swift chassis in his seventh season with Newman Haas Racing driving the No. 6 Kmart/Texaco/ Havoline Swift 007.i-Ford/Cosworth XD. He had a fantastic start to the season by winning at Homestead scoring podium finishes at Detroit (2nd), Nazareth (2nd), Milwaukee (2nd) and Australia (3rd). Unfortunately,

Next Down Back

Read the drivers life story before playing.



Replays can be sped up, so you don't have to view the whole race again.



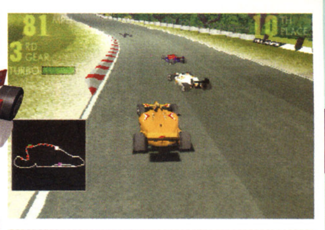
The street circuits are full of nasty 90 degree turns, better watch those brakes.



REVIEW

☺ HEEEEEY, CUNNINGHAM! ☺

The game features 15 tracks, eleven are licensed from the Indy Car season, and four are original fantasy tracks. The Indy Car season consists of races around purpose built roads, oval speed tracks and also temporary street circuits. The most famous in the game is the Milwaukee Mile, an oval circuit where it's possible to constantly keep your foot down on the accelerator. You'll travel to Australia to compete at the famous Surfers Paradise street circuit. Toronto, Portland, Long Beach and new for the '98 season Houston. There's also the famous Firebird test track which has never appeared before in a computer game.

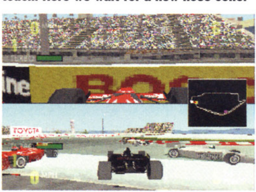






Look out for pile-ups on the narrow street circuits. Your car is easily damaged.

Motion captured pit-stops are a nice touch. Here we wait for a new nose cone.



The big news is the two player mode. Again split screen, but whereas in F1 '97 you could only race two cars at a time, in Newman Haas two human players can compete against six more computer cars. Providing both players are competent enough, this makes races much more exciting.



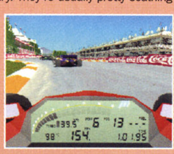
Computer cars will try to block when you pass.

AND THERE HE ISN"T!



The game is made with the same engine used for F1 and F1 '97, though you won't find the fancy glowing brake discs in this game. There are some minor differences that players requested since the latest incarnation of the F1 racer. The views are different, with one cockpit view, with the rest being behind the car at various heights. A map is also displayed in the corner of the screen so you can prepare for bends and hairpins well in advance. The cockpit view is considered the preferred choice for experts, as this is the only view, which when selected the map doesn't appear in. Of course Murray Walker's talents aren't involved with this game. Instead famous US commentators Danny Sullivan and Bobby Varsha provide the dual commentary. They're usually pretty scathing about your performance as well.









When cars crash into barriers, or smash into each other, the camera quickly zooms out, so you get a better view of the action, and also to allow you to steer your way around the debris.

CVG OPINION

For most European players this won't be as immediately appealing a game than F1 '97, but that's just because of our unfamiliarity with the sport. It's obvious that this game has been made to sell to the Americans, it is their sport after all. The dual commentary works better than in F1 '97, but there's too much repetition, and the map does make learning courses far easier. Of the courses themselves, they're not as famous or memorable as any in the F1 championship. The graphics are also rather weak in places, especially the cockpit view, which looks like it came from a PC racer of five years ago. Overall, this is a competent enough game, but not one to highly recommend in a very heavy field of PlayStation racers. There are a few differences to the F1 game, but overall this is just a quick rehash of that games' engine, and both the F1 games were better than this. Only buy if you're a die-hard racing fan, who is in need of some new courses to test your powers on.

ALEX HUHTALA

RATING







Doesn't play quite as good as the F1 games, and not as nice to look at. If you're absolutely mad for the F1 games, this is worth a look.





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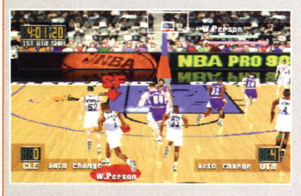
You are cordially invited to join us in the joyous union of ball and hoop. Then the not-so-joyous union of game and bin.

NBA PRO 98

NBA Pro 98 is the third game in Konami's *NBA In The Zone* series, even though you may not think so from the name. The first two games were released at the same time as two of Sony's big basketball games in the *Total NBA* series, but this time it's on its own. Apart from the hundreds of other NBA games around. The thing that made the series so appealing were the speedy play, trick moves and digitised players, though something's gone a bit plum-shaped this time...

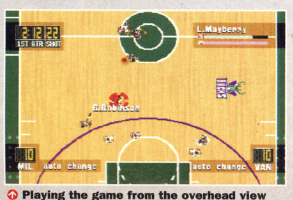
PUTS UP A BRICK...

NBA Pro 98 looks very similar to the old *In The Zone* games, which isn't a particularly good thing this time around – two years ago it may have been great but it's not looking so hot any more. To make things worse, the European PAL version of the game is very, very slow and makes the graphics judder around as they go. But as you can tell, it looks pretty good in still pictures.





All the players have their real life faces texture-mapped onto the in-game characters.



Playing the game from the overhead view lets you see how slowly the players run.



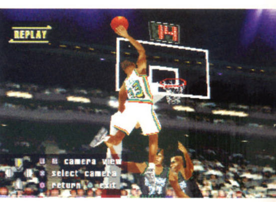


"Eeek. Eeek. Eeek. Ik. Ik. Eeek. Ik. Ik. Ik. Eeek. Ik. Eeek. Ik." The trainer squeaks are VERY annoying.



HE'S ON FIRE!

Pro 98 gives you a few moves to play around with as well as the usual collection of impressive dunks. As before, pressing two buttons together lets you perform an Alley-Oop (looks very cool), plus you can do things like the Double Clutch by pressing the Special button while performing a dunk.



FROM DOWNTOWN

You don't have to be a simple player in *NBA Pro 98* – you be coach instead if you want! If you choose Coaching Mode you get to watch the action and "call" plays from the sidelines. As the game goes on you can bring up a list of offensive and defensive plays or formations, then get your team straight onto it. While Coaching Mode should be good fun, it's actually very boring. Shame.



The "exciting" Coaching Mode in "action".

CVG OPINION

The first *In The Zone* game was a real surprise. It took on Sony's *Total NBA* and beat it with fast action, loads of moves, pretty good graphics and a sensible control system. Last year's game was even better, but this year it stinks. It's got terrible presentation with awkward menus, dated graphics and the PAL version is so slow it's like playing underwater. Well, almost. The movement of the characters is poor as well, with loads of players chasing the ball around instead of spreading out, and characters jumping from one animation to the next, looking like they're having a fit. And there are only two trainer squeaks – if you're going to have squeaking trainer noises you need more than just two tones of squeak. *NBA Pro 98* isn't all that terrible, it's just that there's no reason to play it. Save money and get one of the old *NBA In The Zone* games nice and cheap instead.

ED LOMAS

RATING







A real let down. Slow, glitchy gameplay and outdated graphics make NBA Pro 98 a waste of time.





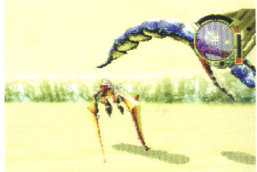
Going out in a blaze of glory? Unfortunately, that appears to be the motto down at Sega Europe's HQ. *Panzer Dragoon Saga* looks to be the crowning glory.

PANZER DRAGOON SAGA

One thing has remained constant during the up and down fortunes of the Saturn. The continued quality of the software from Team Andromeda, and more specifically, the *Panzer Dragoon* series.

In terms of visual quality, the *Panzer* games are unmatched and continually set the pace for others to follow. And it's refreshing to see that they aren't content to rest on their laurels. Instead of just churning out a third game, they have gone back and made an epic title spanning four discs. If this came out on PlayStation, it would fly off the shelves and be hailed as an instant classic. It shows the sign of the times, as this will be lucky to break in the top twenty. But this is awesome.

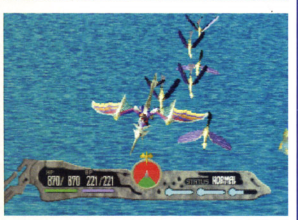




HOW LONG HAVE YOU GOT?

Panzer Saga is a huge game. Not only in terms of actual game content – the scope you have to customise your dragon, and learn/combine Berserker moves is incredible. What we'll try to do here is give you a brief rundown of the basic mechanics.

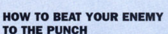




BATTLE SYSTEM

The battle system is the key to success. If you can't kill anything, there's not much point in playing to be honest. Lets have a look at all of the key elements.

THREE GAUGE ATTACK
The three attack gauges at the bottom right of the screen are what the fights are all about. If you don't have any energy in those bars, you don't attack. When an enemy is moving around you, the bars charge up but when you begin to reposition yourself they stop moving. One bar is all that's needed to make an attack, but the more that are charged, the wider range of possible attacks you have available to you. Edge's gun, the dragons homing laser, and item use, all need just one bar. Berserker attacks need at least two.



HOW TO BEAT YOUR ENEMY TO THE PUNCH
If yourself and the enemy aren't attacking, the chances are that you're both 'charging'. If you move yourself to a better position, press the shot button for Edge's gun mid-flight and you attack as soon as you stop moving. 'Beating your enemy to the punch' as it's known is the best way to get battles over quickly.



The green flash shows that one power bar has charged and you can now attack the enemy. So there.

THE RADAR
The unusual thing about the radar is that the central object is the enemy and not yourself. The radar is split up into four main areas around the enemy, in front of, behind and to the left and right. Each of these segments will have a colour which shows the 'safe' points and high risk areas. If the areas to the left and right of the creature are black for example, this means that when your dragon is flying in these areas, it'll only be attacked with the weakest shots. The green section is a relatively safe area and the enemy is still likely to attack, but the red is a definite no go. Not only are you liable to get the full strength attacks, but also any special moves from the bad guys repertoire. Finally, the bigger enemies have a 'weak point'. By circling around the four areas, a 'weak' logo will flash up on whichever part needs attacking. Hit this with your lasers and the damage rating goes through the roof. Sometimes you have to uncover this weak spot before it's exposed.









RANKINGS
How you perform in battles is detrimental to the speed in which your dragon progresses. You're giving one of five ranks at the end a battle, the quality of which depends on the amount of damage you take according to the standard of the enemy and how many times you reposition yourself.

EXCELLENT is the highest ranking, which rewards you with the maximum amount of experience points and more often than not, a bonus item too.

GREAT FIGHT is the second best score and gives slightly less Exp points. If you're lucky, an item like Elixer Minor will be your reward too.

GOOD FIGHT is nothing more than it says. You hardly ever get rewards in the form of items and the Exp points are average.

CLOSE CALL means that not only did you take a fair bit of damage from a weak enemy, but also lost out on a lot of valuable exp points.

NARROW ESCAPE is the lowest of the low. You'll be practically dead, can count the Exp on one hand and have to live with the shame.





ENEMY TACTICS
The AI on characters is also very impressive. If a craft has a couple of attacks, like one special from the back and one from either side, it'll load up the attack special rear move forcing you to spin to the side where it lets rip with the side attack. If you stay at the rear, you run the risk of being caught by the special attack, which may do less damage, but can leave the dragon stunned or paralysed.



The weak spots have been exposed, so shoot the varmits!



As you can see from this shot, the graphics and views you get in-flight, are simply incredible. It cannot fail to amaze all onlookers.



CHANGING THE DRAGOON

Once you've defeated the first major boss in the game, your dragon will morph into an all new, slightly more powerful version of its former self. Once this happens, you have the chance to customise your beast to whichever standard takes your fancy the most. The classes are the same as the Berserker categories, but with a specific one selected, the dragon becomes more skilled in that area.



NORMAL
A normal dragon is average in all attributes, and doesn't excel in any particular field. However, it will learn random Berserker moves from each of the categories so in theory, you could end up with the ultimate beast.

SPIRITUAL
This dragon will learn the most Berserker techniques, as a huge emphasis is placed on magic. Total Berserker points will increase with a greater speed as well, meaning you can attack more times in a battle.



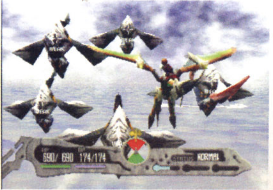


AGILITY
Have a guess what this one is like. The three gauges will refill quicker and the dragon will be quicker at moving away from the enemies strong spots. And the escape spell is a last ditch resort that only this dragon can use.

DEFENCE
With greater defensive statistics, this dragon will be able to withstand more damage, learn more shield Berserker moves and have more Hit Points. What more could you possibly want than that?

ATTACK
No holds barred. An awesome beast that sacrifices defence for all out gung-ho attack. Has the best short range Berserker moves and an all power laser are par for the course with this big beauty.







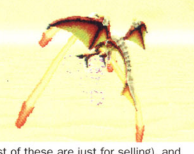








ITEMS



Throughout the vast worlds in *Panzer Dragoon Saga* are small pyramid-shaped pods that contain items and powers ups. Simply homing in on one of these pods and firing will cause the pick-up to fly into your goody bag. Most of the time these items are ones that need to be sold in shops, but Elixer Minors and Berserker Minors are vital, as they restore lost HP and BP's. Performing well in a battle will reward you with items (again, most of these are just for selling), and occasionally a gun attachment will head your way. Equip these to increase the power of Edge's laser.





The white triangular-pod holds a power up. Lock onto it and fire your laser, and the bonus will come flying back to you. Easy.

STATUS DURING FIGHTS

If you're unfortunate enough to suffer the full-on attack of an enemy's special move, it's more than likely that the dragon will be injured in the process. The status bar at the bottom of the screen will let you know what sort of condition it's in, with any one of these six categories possible. Using a 'revival' item will cure the effect, but they also disappear once that battle is over. If you can wait that long.

STUN
The worst one for the actual dragon. While it's stunned, it cannot fire homing lasers or use Berserker attacks, just reposition itself. Edge's laser and items can be used though.

POISON
A dodgy one if you're in a bit of trouble, because this will cause your overall hit points to continuously drop until cured or death.

SLOW
Considering the three gauges are the most important aspect when it comes to attacking, this one should be cured as soon as possible as it slows their refill rate to a crawl.

STOP
This status means that the dragon cannot move at all, but can still use it's weapons. If you're stuck in an enemy's 'power' spot, you can kiss goodbye to your life.

PAIN
Not the worst effect to have, this one will continuously decrease the defence rating of the dragon. Cure this one at the last possible moment.

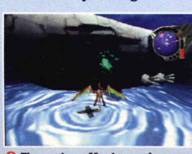
BIND
Bind will have you cursing the enemy as it only charges the three gauges up to the first bar! Useless if you want to perform some decent Berserker moves.



The arrow is showing the status bar of your dragon.



Attacks like Heat Breath won't cause you any status damage.





The water effects are impressive. You should see them in action.

BERSERKER ATTACKS



These are the magic element of the game, and attacks which really show off the graphical excellence of *Panzer*. Most Berserker moves need two energy gauges and at least 20 Berserker points to execute them. There are two hidden Berserker classes, one of which is the 'Full-Gauge Class' which needs all three bars to pull off. These are the Big Daddy attacks. The more levels you increase through the more spells you'll learn, and the class of your dragon also effect the type of spells you have. There are a total of six classes, four of those are earned through experience and the other two are hidden.



ATTACK CLASS
These have a good short range effect, inflicting heavy damage on nearby foes. It will affect all enemies on screen, but the further away they are, the less damage. These are the best dragons for a first choice morphing category.



SPIRITUAL CLASS
Perhaps the best for general carnage, these spells inflict the same amount of hits on every character you're attacking regardless of their location. Oh, and don't expect your dragon to turn green, this was just a nice effect we got after a nasty hit!



DEFENCE CLASS
These spells are good for dragons that take a bit of a pasting as the bulk of them are of the healing variety. And the good thing is, is that you only need one gauge of your power bar to cast them! That often proves crucial in times of need.



AGILITY CLASS
Agility spells work in a similar way the the Spiritual class in that they effect all the enemies, but are far less powerful. You can also use the spells to escape from strenuous battles while using this class.

FULL-GAUGE CLASS and EXTRA CLASS
These are the two hidden groups. Both are extremely powerful, which is why they are hidden, but you won't pick up the meaty spells until you're well into the game.



This water beast is one of the toughest enemies you'll meet.

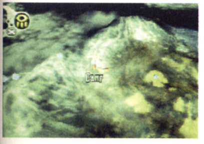


You have the choice of leaving settlements in the day or night.



NEW AGE TRAVELLER

Once you've conquered a particular land, you can return back to it at any time via the main world map. Leaving a particular settlement will cause you to return to a giant land map, showing all of the major sections you've been in. If you think you've covered everything and yet no new land has appeared to fly though, you should go back to the last land you were in, and talk to all the people again. Many of those tell you where to go, and may even come with you. As you take Gash across the desert, he'll offer advice on any enemies you face, and point you in the right direction should you get lost.







WHO DA DADDY NOW?

Even on the first disc, the standard of the bosses you meet is pretty amazing. Whether it's chasm-hugging spider beasts, or Sting Ray style floor mutation, all these characters look the epitomy of cool. And this is just the first disc! The weak spot remains the ultimate goal as far as you're concerned with regard to the bosses. Finding this will not only give you something to concentrate on, by also gives you the advantage as the guardian will be striving to get you away from its vulnerable point.

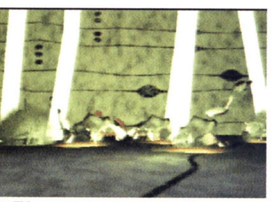






OOHH, THAT LOOKS NICE

We cannot mention *Panzer* without talking about some of the awesome rendered sequences scattered throughout the game. As well as the almost movie length intro at the start, the key plot development sections also have a clip for you to view. We recommend that you watch all of these, as even if you don't care about the plot, they look fantastic.



This sequence shows the first time you meet your dragon. He comes to rescue you.

2ND OPINION

Graphically speaking, nothing can touch this game on Saturn – even the mighty *Panzer Dragoon Zwei* falls short compared to the visual majesty this game has. What's even more impressive is the way the graphical quality increases from one CD to the next. By the time you reach the final disc you're witnessing some of the greatest visual effects seen on any home system. Perhaps the quest and puzzles are too easy, but *Panzer* games have always been about completing them first and then completing them again *perfectly*... and some of the bonuses once you've done so are astounding. Truly this game is worth buying a Saturn for – it's just completely brilliant.

RICH LEADBETTER

CVG OPINION

Having written a couple of Coming Soon features on this game, I was finally relieved to just get an English version in the office. Then I could really get into *Panzer*, and in the time I've been privileged enough to play it, I can say that it's just as good as all the other *Panzer* games. And then some. The graphics are nothing short of amazing, and still impress even by todays high standards. But it's the way the game plays that makes it another roaring success for Team Andromeda and Sega. The control method has been tweaked almost to perfection and the attacks and enemies all reek of the classic *Panzer* style that has impressed for so long on the Saturn. I hope Team Andromeda have a development kit for the new Sega machine, because if they still make titles of this quality on the Saturn, the thought of what they could do with even more power at their disposal is frightening.

STEVE KEY

LET'S SEE THAT AGAIN

Another neat feature of the game, is the ability to look back at every enemy you've killed so far. By pausing the game and selecting the relevant icon, you can view everything that has succumbed under your weight so far. The first group of enemies are billed as mutations, and when you look at them you'll not only get a full range of weight, special attacks and items you'll pick up if your rank is 'excellent', but you also get the actual rank of the battle too! Should you fancy it, you can zoom in and rotate the enemy around as you please.





All the data for the enemy is shown as well as the possible bonus items they give you once they are dead.



The most stylish Saturn game for a long time. A perfect mix of great visuals, gameplay, and Panzer action make for an awesome title.

PANZER DRAGOON SAGA

REVIEW





RACING GAME | BY BIZARRE CREATIONS
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- PRICE £29.99
- PLAYSTATION VERSION AVAILABLE
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- STORAGE 1 CD
- RELEASED BY PSYGNOSIS TEL 0161 282 3000

Here it is – the official game of the 1997 Formula 1 season, featuring all the real drivers, all the real cars, and all the real tracks. On the PC!

FORMULA 1 97

Psygnosis are responsible for some of the best and most successful PlayStation games ever made. The cream of these have been released on the PC about a year after the original game, though the conversion times are shortening all the while. *Formula 1 97* came out on the PlayStation about six months ago, and now we've got the new, enhanced PC version ready for release. Finally – a chance to play *F1 97* with more than just two players!

ROAD RAGE



The feature of PC *Formula 1 97* that will appeal most to fans of the PlayStation game is the multiplayer mode. You can now get a group of people to play in a single race, each with their own separate machine (just as long as you've got a local network with tons of computers on it...). When you begin a game, players can join in and chat before the race itself starts. During a race, the only way you're likely to spot who the other players are is when they go zooming all over the place and into walls, unlike the virtual drivers.





The cockpit view has been improved for the PC version of *F1 97*. Now you have hands!





LOOK! UP IN THE SKY! A BUILDING!

Although *Formula 1 97* looks almost perfect in still screenshots, there are a few problems when you actually play it. It runs on 3Dfx cards so there are no blocky textures or the like, but it still can judder around occasionally. The most noticeable problem is the pop-up, especially on the Monaco circuit. At one point, a building grows from the top down as you go along one of the straights and really stands out, ruining the effect slightly. Also, the bright colours look a bit garish on 3Dfx, but overall the look of the game is very good.



Monte-Carlo looks brilliant most of the time, apart from the way the buildings appear.





CVG OPINION

***Formula 1 97* has no competition on the PlayStation – it's the best game of the sport by a mile – but on the PC it's a different story. The PC has some brilliant simulations of F1 racing already, so Psygnosis's game doesn't stand out as being all that amazing. It's got all the features of the PlayStation game, with very different Arcade and Grand Prix modes, all the real courses and racers from last season, and some impressive graphics. The bright colours mean that the game doesn't look as realistic as Ubisoft's *Formula 1 Racing Simulation*, but it moves quickly and handles well, even when using just the keys. As we mentioned in our PlayStation review, the commentary is great fun for the first few races, then it starts to get a bit annoying, especially Martin Brundle and his repetitive "You're right there Murray!" line. If you're into Formula 1 racing but don't think you can handle all the fuss of something like *Grand Prix 2*, go for *F1 97*.**

ED LOMAS



RATING



A disappointing conversion, but still a lot of fun to play. Everything the casual Formula 1 fan could want in a game, including Murray Walker!

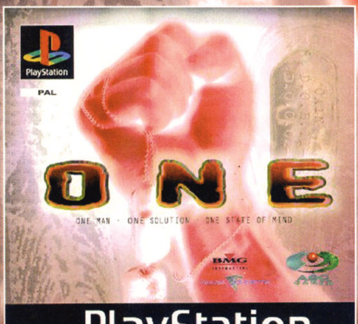
FORMULA 1 97



'ONE boasts action to beat Hollywood's finest' EDGE
'Quite simply a terrific game that we heartily recommend" PLAYSTATION POWER 9/10
'The most destructive game ever' 'Nothing even comes close to the sheer intensity of ONE' PLAY 86%

ONE MAN. ONE SOLUTION. ONE STATE OF MIND.







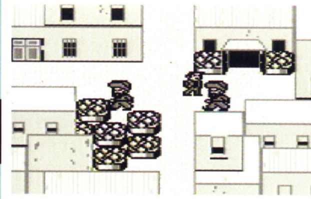


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He's shaken and stirred the N64, now the man in the tux is about to hit the Game Boy.

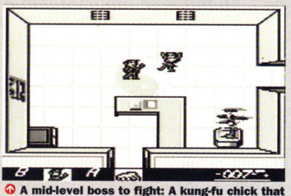
JAMES BOND 007

The Game Boy may not have the processing power of the N64, but that doesn't mean that this latest Bond adventure is going to be anything less than spectacular. Bond embarks on a whistle stop tour of exotic locales, searching for clues, and secret weapons. The game mixes the classic gameplay of Game Boy *Zelda*, with the wit and sophistication of Roger Moore. Cue the brilliant GB rendition of that famous Monty Norman theme tune.

THE NAME'S BOY, GAME BOY

MI6 has sent agent 008 deep into to Turkey to dismantle an arms smuggling operation. Unfortunately, all contact has been lost with the operative. M makes the decision to send the best agent, James Bond, to search for 008. You are whisked away on this adventure armed with only Bond's wit and charm to protect him. He can hit opponents and block attacks, but he'll have to find Q before he gets issued with a firearm or any cool gadgets.



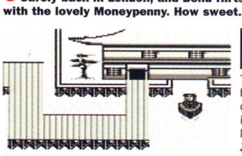


A mid-level boss to fight: A kung-fu chick that kicks James where it hurts. Once he disposes of her, he delivers a classic one-liner. Brilliant.

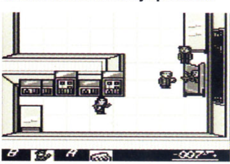
Safely back in London, and Bond flirts with the lovely Moneypenny. How sweet.



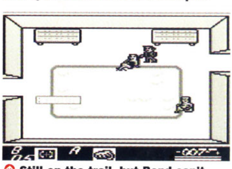
Visit Q to get hold of the latest gadgets, wonder what that switch does?



Bond leaves China by speedboat.



Check out the man eating chair that Q's scientists have developed.



Still on the trail, but Bond can't help chasing those lovely ladies.

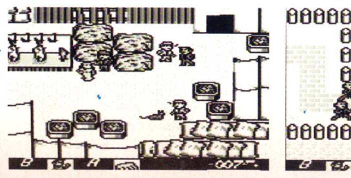
BOND'S AWAKENING

The action starts in China with Bond ordered to find blue prints for a secret base. This first section introduces you to the simple gameplay on offer. This involves battling whatever enemy are present on the level, and also finding and collecting objects. Just like *Zelda* there are lots of houses and rooms to explore. Once in a building you must explore beds, and chests searching for hidden items, usually medical kits. There are also friendly people and undercover operatives on each level, who offer advice and clues. Certain people also require help, and you must find missing items, or solve puzzles in order for your mission to continue.

CVG OPINION

If *GoldenEye* on the N64 is the filling, *James Bond 007* is the icing on the cake. It may be simple, and quite easy to complete, but there hasn't been anything like it on the GB for ages. From the moment you hear that Monty Norman tune, you know this is going to be good. After the opening China section your whisked back to London, just like in all the movies to see M, of course you must get past Moneypenny's advances before you meet your boss. Q also pops up frequently providing you with lots of familiar gadgets. The subtle humour really lifts the game, with Bond offering beautiful quips as he defeats end of level bosses, and flirting brilliantly with any female he finds in the game. This is classic Bond and Game Boy stuff.

ALEX HUHTALA



RATING



A simple game that plays very well. Game Boy 007 is full of brilliant innuendo and humour to bring home that Bond flavour.





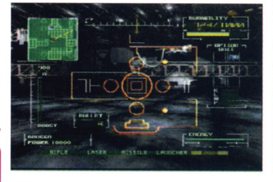
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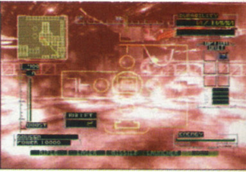
- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY JVC TEL 0171 240 3121

Strap yourself into a giant robot suit and run riot in a city full of other mechanised beings. It may not sound like much, but *Brahma Force* may well surprise you.

BRAHMA FORCE

Those of you who have played and liked *Gungriffon* on the Saturn will take an instant liking to this. It's basically the same formula, in that you control a great hunk of metal and have to shoot things. But it's a lot more involving than that. Power switches need to be found in order to locate the deeper sections of the levels, and with a couple of boosters strapped to your feet, looking both high and low becomes a necessity. Bombing walls is also an option not to be ruled out. You'll get briefings and communications from friends along the way. All this to stop another of those 'Mad Scientists With Virus Outbreak' scenario.

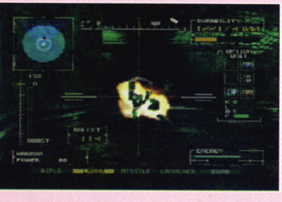




IS THAT A GUN IN YOUR POCKET?

There are two main types of attack you have during the game. There are standard laser shots, of which there are an enormous amount to pick up throughout the levels, and also one of five special attacks. Of course, these are in shorter supply as they do more damage, but are worth making an effort to get. The bomb should be saved, because you'll probably need to blow a wall up with that, but everything else is for use on the enemy. The missile and launcher for bigger enemies if possible.





IN THE INVENTORY

The in-game menu you have is a big advantage. It shows you all of the pick-ups you've collected and tells you their use for the benefit of all those that couldn't be bothered to read the instruction manual. But this is also the place where you can refill your health (called Durability). As soon as your levels reach below half way, you should think about using the power ups, otherwise one rocket from a tougher enemy could send you to robot heaven.



Don't try to launch one of your bigger weapons when an enemy is this close.





The 'H' shaped object is a weapon pick up. Get the blue droid out of the way first before collecting it.

CVG OPINION

After the very poor *Peak Performance*, I have to say that I was a little skeptical when it came to JVC's latest release *Brahma Force*. While it doesn't push back any boundaries, it's still damn good fun to play and look at. You'd think that the controls for a game of this nature would be really tough and confusing, but this is not the case. In fact, it goes down as a credit to the programmers that all the buttons are in exactly the places you need then to be, so moving the robot is simple. There could have been a few more weapons to satisfy the carnage lovers, but this is a minor gripe. It can be a bit too similar as you get further in, often leaving a feeling of deja-vu which is what ultimately lets this game down.

STEVE KEY







RATING





Brahma Force is initially very playable, but slightly too repetitive to be a really good game. What's on offer though, is done well.

PLANET DISTRIBUTION

NINTENDO 64 ® PLAYSTATION ® SEGA SATURN ® NU-GEN ® MAD CATZ ® NAKI ® DATEL ® INTERACT ®

MAD CATZ

* OFFICIALLY ENDORSED STEERING WHEEL NOW AVAILABLE AT ALL LEADING COMPUTER RETAILERS









IZNOGOUD

Yes, there really is a game called *Iznogoud*. And yes, it's no good. In fact, it's worse than "no good" – it's the biggest heap of unspeakables for a very long time. Iznogoud's quest, according to the instruction manual is "Be Sultan instead of the Sultan!". In the game it involves jumping on ledges, throwing coins, bombs, and other exciting things at people and animals. It's jerky, badly animated, ugly-looking, boring, sounds rubbish, has awful level design, repetitive enemies, no sense of humour, weapons that all do the same thing, dumb controls, high price tag, and loads more terrible points we can't be bothered to go into. Unfortunately, tat like this is the price we have to pay for the PlayStation's success. *Iznogoud* is the worst official game there is – do the world a favour and destroy every copy you see. **ED LOMAS**

PLATFORM GAME
OUT NOW
BY MICROIDS
1 PLAYER

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY MICROIDS
- TEL 01525 852900

Rubbish, dross, crap, garbage, cack, drivel, hogwash, pish, rot, plop, turd, balls, tat, junk.





ULTRA FERNANDO COUSINS

Fernando and his cousin Miguel search through more than 60 massive worlds collecting Cool Stars, in search of Prince Plum. Both characters have a great selection of moves, and can work together in the ingenious 2-player mode. Play with a standard split-screen, or in "Pedro-Cam" mode where you stay on a single screen together, until one player wanders off. There are great bonus games, such as *Fernando Karz* – a brilliant racer in its own right with more than 43 courses! Power-ups such as the Humble Pie, Rainbow Paint and Glass Nails which are used to solve puzzles, defeat the larger enemies and reach the Cool Stars (at least 400 are hidden around *UFC*'s worlds). While *Ultra Fernando Cousins* isn't all that original, it has EVERYTHING every gamer could possibly want. The first essential Mexican import game for years. **ED LOMAS**









- PRICE IMPORT
- NO OTHER VERSION AVAILABLE
- 64 DD VERSION RUMOURED
- STORAGE 2 CDS, 256 MB CART
- PUBLISHED BY MONDO-MAGIC
- TEL IMPORTER

This is PlayStation *Ultra Fernando Cousins*, but the PC, N64 and Saturn versions look identical!

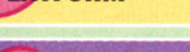


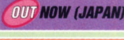


POCKET BOMBERMAN

Bomberman's back on the Game Boy and he's ditched the familiar top down formula. Now the B-man is in a platform spectacular, but everything you know and love about the old games is still included. B-man's new quest is to reach the top of a mountain. There's also a challenge mode, which sees our hero unable to stop jumping. He's enclosed in a narrow stage, and must defeat all the enemies. Due to the size of these levels, things are quite tricky, especially avoiding your own bombs. The Japanese version of the game also has a small *Pocket Monster* style game, and a mini mailing system which allows you to send messages through your Game Boy. Sadly these two features will probably not be included in the British release. Without these functions, this is still a great portable *Bomberman* game. **ALEX HUHTALA**











- PRICE IMPORT
- MANY VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 8 MEG CART
- PUBLISHED BY THE GAMES
- TEL 01703 653 377



Now that *Bomberman* is in your pocket, expect lots of explosions in your pants.



X-MEN: CHILDREN OF THE ATOM

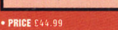
PlayStation *X-Men: COTA* was originally due to be released shortly after the Saturn game over two years ago, but was delayed when Capcom decided they couldn't do a good enough version on the machine. Finally the game being released, but it's easy to see why Capcom weren't happy about it. The biggest problem is that it moves so much slower than the original arcade game, plus most of the animation has been removed. This means that the movement from frame to frame is very noticeable, and the screen judders around when anything interesting happens. Another problem is that *X-Men: COTA* seems really dated now, especially since Capcom have made four arcade sequels since, one of which (*Marvel Super Heroes*) is already available on the PlayStation. A casual gamer won't care for *X-Men*, and arcade fans should either go for *Marvel Super Heroes* or the Saturn version instead. **ED LOMAS**



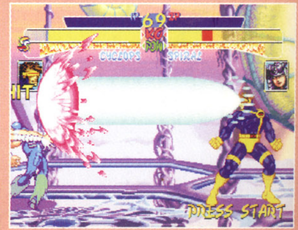








- PRICE £44.99
- ARCADE, SATURN AND PC VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACCLAIM
- TEL 0171 344 5000



The graphics look great in still pictures, but really move terribly. What a waste of time.




POY POY

The idea of *Poy Poy* is to pick things up and throw them at your opponents. The game really is that simple. The basic rules and controls mean that anyone can play *Poy Poy* straight away and enjoy it. You just pick up any object in the arena (a rock, crate, missile, or even other player!) then have a choice of throws or a special move which uses power from a bar at the bottom of the screen. Each character has their strengths and weaknesses, and you get a choice of special attack before each round. The game is designed for two or more players, and seems quite pointless when playing against computer characters. With a group of people, *Poy Poy* is a lot of fun for a limited time. Unfortunately the slow pace and repetitive nature mean that things get a bit dull after a while. A great game to rent. **ED LOMAS**


ACTION
MAR RELEASE
BY KONAMI
1-4 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY KONAMI
- TEL 01895 853000


Loads of kids in their pyjamas throwing bombs and rocks at each other. Sick, sick, sick.




SNOWBOARD KIDS

Just imagine a brilliant fusion of the current collection of great snowboarding games, and the lap-racing-with-power-ups fun of *Super Mario Kart*. Wow, what an awesome game that could be... Anyway, here's *Snowboard Kids* – a poor combination of the two game styles. The races start at the top of a mountain and go downhill, just as you'd expect. But once at the bottom, the racers jump onto a chairlift which takes them back up to the top, ready for the next "lap". Also, there are power-ups all the way down the mountain which can be used to speed your racer up or hinder the others, though many of these are pretty useless. The graphics are "nice", but the overall game is very average and not worth more than a few hours play. Wait for *Snowboarding 1080°* instead. **ED LOMAS**


SNOWBOARDING
MAR RELEASE
BY ATLUS
1-4 PLAYERS

- PRICE £49.99
- IMPORT VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 96 MEG CART
- PUBLISHED BY THE GAMES
- TEL 01703 653 377



You're not limited to snow in *Snowboard Kids*. You can even ride on bricks and wood! Mega!

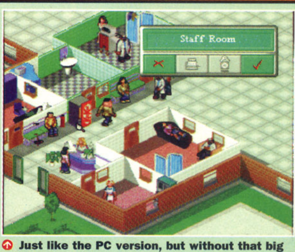



THEME HOSPITAL

Who would have thought running a hospital could be such fun? Well, in real life it probably isn't, plus you have that awful disinfectant smell, but in this game saving lives is a barrel of laughs. *Theme Hospital* plays just like its' predecessor *Theme Park*, but gives you a new challenge, and just a little bit more to do. Once the patients start arriving it's all systems go as you must research new diseases, keep your staff happy, and build new facilities. This may all seem a bit boring, but luckily *Theme Hospital* has a trick up its sleeve – humour, lots of it. This is no real-life simulation, it's fun remember. Patients suffer from bizarre ailments, such as Bloaty Head syndrome, Invisibility, Slack Tongue, and King Fever where Elvis impersonators flood the wards. Overall this is a great little management game, with simple controls, challenging gameplay, and not a whiff of disinfectant. **ALEX HUHTALA**


STRATEGY
OUT NOW
BY BULLFROG
1 PLAYER

- PRICE £44.99
- PC VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442



Just like the PC version, but without that big whirring box thing with lots of buttons on it.





R-TYPES

Guaranteed this collection will NOT make it to the UK, which is a shame. The first two *R-Type* games are classic shoot 'em ups – arguably better than the amazing *Einhänder* from Square. What makes these games work so well is the precision placement of every object in the game. Each level is designed to ensnare R-9 pilots who push their luck too far, and every power-up opportunity is treacherous. Even now the BOSS characters look mean, especially those in *R-Type II*. Every enemy is super detailed, and require different tactics to defeat. Alongside *R-Type I* and *II*, there are files on all the ships, plus there's a demo of the new arcade version – which looks a lot like *Einhänder*, funnily enough. What goes around, as they say, but this could be your last opportunity to own such class. Phone your local importer now before it's too late! **PAUL DAVIES**

SHOOTING GAME
OUT NOW (JAPAN)

BY IREM

1 PLAYER

- PRICE IMPORT
- ARCADE ORIGINALS RARE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY IREM
- TEL IMPORTER

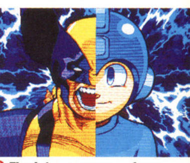


R-Type's hideous bosses are all based on things found in Paul Davies's bathroom.

ARCADE

Just before the AOU arcade show in Japan, the ATEI was held in London. Many companies used it to preview some of their biggest games of the year.


Jin from *Cyberbots* and Sir Arthur laughing at War Machine.


The intro sequence shows fusions of all the characters.

MARVEL VS CAPCOM

2D FIGHTING GAME	BY CAPCOM
OUT NOW	1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY ELECTROCOIN	• CP SYSTEM 2 • SIT AND UP CABINET



As everyone expected, *Marvel vs Capcom* is a fan's dream come true! As well as packing loads of Capcom's classic fighting characters in with Marvel's greatest comic heroes, it also plays as well as anyone here could have hoped.

First off, a recap. *M vs C* has 15 standard characters, and players choose two each to make up a team. As with the rest of Capcom's "vs" games you can switch between fighters at any point, as well as teaming them up for super special attacks. Once you've chosen your two fighters you get to pick a Special Partner, almost randomly. A light flickers over the 20 faces at high speed, making it hard to pick your favourite every time. These Special Partners can be used a limited number of times in a fight, and include Sir Arthur from *Ghouls N Ghosts*, Thor and Jubilee.

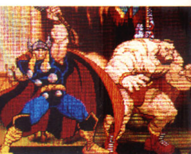
The graphics are excellent and the new characters fit into the Capcom style beautifully. Venom looks particularly great with its slobbering tongue hanging out all the time. War Machine's a bit of a let-down though – he's just Iron Man in black and white!

There are loads of special moves and combo possibilities, and the final boss, Onslaught, is amazing!

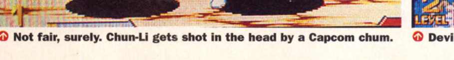


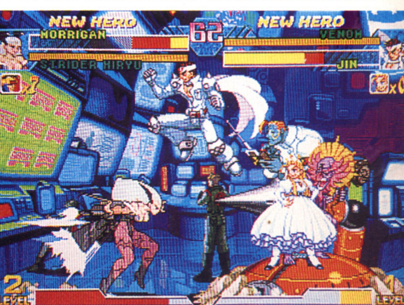



The characters each have cool opening poses too. Look – Ken!


By Odin! Thor and his Mjolnir!





Not fair, surely. Chun-Li gets shot in the head by a Capcom chum.



Devilot and friends join Jin in his assault against Morrigan.

RIVAL SCHOOLS

The standard "tournament to save the world" fighting game storyline is getting very dull these days. Now Arika, the creators of *Street Fighter EX*, have come up with a new one – schools battling for control of the playground!

3D FIGHTING GAME | BY ARIKA
OUT NOW | 1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY ELECTROCOIN
• CAPCOM PLAYSTATION BOARD • STAND UP CABINET

You choose two students from the three available in each school, each of which has a very different theme. For example, one school is full of brainy types while another has three sport-playing students. Your characters can team up for some very impressive attacks.

Rival Schools is very easy to play, with the standard *Street Fighter* button configuration and simple special moves and combos. Fans of *SF EX* will appreciate the game as much as novices.





There are some unusual special moves in *Rival Schools*...

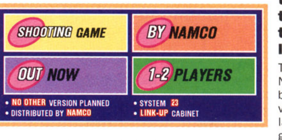
Many of the characters have magical powers.





TIME CRISIS 2

Although Namco hadn't confirmed that *Time Crisis 2* was in development, it appeared at the London ATEI show in fully-playable form! It's still got a few months of work left to go, but is being tested around the country at the moment – look out for it!



The game runs on Namco's System 23 board, though it looks very similar to the last game. You really get to notice the extra power when there's loads going on at once, especially during the high-speed boat chase section.

Two giant machines are linked together for *Time Crisis 2*, letting two people play at once without sharing a screen like the *Virtua Cop* games. Instead, the players go around together on slightly different routes meaning that you get to see the other player running ahead of you at times! You also have to cover one another to get through the game and avoid shooting your partner, even when the level design deliberately makes that difficult. In one of the best sections in the game, each player rides in a separate speedboat along a river after the boss!

Although you can play *Time Crisis 2* in one-player mode, you simply have a computer partner to replace the second player. Keep an eye out for *TC2* – when it's finished this is going to be a stormer!



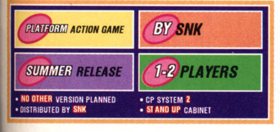






On the train, like *Virtua Cop 2*. **There's player 2 in orange!**

METAL SLUG 2



Metal Slug 2 is pretty much the same as the first game – only far more crazy! You now have four characters from which to choose at the start, each with slightly different abilities.

There are also loads more vehicles to use as well as the *Metal Slug* tank which was in the first game. Now you get to try out the most deadly weaponry in the world, such as a camel. Okay, so it's a camel with a gun on its back.

As you can see, the graphics are just as intense as before, with masses of animation packed in to make *Metal Slug 2* loads of fun.







Gosh, a camel shooting a big aeroplane.



More characters to play as, more to kill.

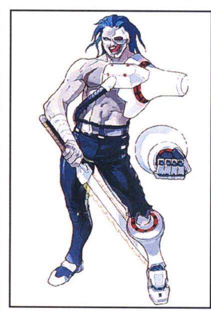
PLASMA SWORD

The sequel to Capcom's futuristic space fighting game *Star Gladiator* has finally been revealed! We'll have a full report next month, so for now you'll just have to look at the screenshots and dream.

3D FIGHTING GAME	BY CAPCOM
SUMMER RELEASE	1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY ELECTROCOIN	• UNKNOWN BOARD • STAND UP CABINET

It's supposedly been done on the same board as the first game – ie. a PlayStation – but with rendered backgrounds instead of true 3D ones. There are plenty of new characters, as well as the old ones and playable bosses from the original *Star Gladiator*. More soon.









© CAPCOM





New character Claire shows off the impressive new special effects you get when performing certain moves. Just look at that!



Gore still has the ability to turn into a giant and stomp on his opponent, only it's even more impressive this time around.



Plasma Sword has more ways to counter attack than *Star Gladiator*, which greatly adds to the speed of the fights.





NEW GAMES

Latest from Nintendo in Japan on N64 – just how funky is *F-Zero X*! Plus the latest hot games from PlayStation and PC publishers the world over. You may be surprised to see a cricket game in here, but you might find it's the most successful of the bunch!

NINTENDO64 | 3D ADVENTURE | BY NINTENDO | MAY RELEASE | 1 PLAYER

LEGEND OF ZELDA 64

Nintendo's most important N64 game to date, an action RPG due for April in Japan; UK before Christmas.

These latest shots contain the hero Link's new collection of weapons, and how they are used. Also we have clearer views of the village locations. The worlds which Link explores, both as a boy or a young man, are expected to be vast. A map has now been added to help players negotiate the complicated mazes and landscapes. Imagine *Tomb Raider* in more detail, on a much larger scale, with more ingenious puzzles to solve – *Zelda 64* is it.



When Link uses the catapult players aim using his eyes – first-person perspective.



Link gets a grip of the big stick. We chose this shot to show you how smooth and clear the graphics are.



Close up of the village, showing how the bright sunlight picks out the great detail. You can also see 'Navi', Link's fairy helper.

NINTENDO64 | 3D RACING | BY NINTENDO | MAY RELEASE | 1-4 PLAYERS

F-ZERO X

More to show on this 64-bit sequel to a game which inspired a generation of racers. Get past the simple style of the presentation, and you're face to face with the fastest racer ever created.

The handling of the cars, and the intelligence of your rivals are *F-Zero*'s biggest strengths. On N64 the magnificent circuit designs go way beyond the comparatively puny offerings you're used to. You can almost feel the Gs as you take a hairpin which enters a vertical climb, then back down again. This is a one, two, three, or four player ride that millions are waiting for.



30 cars powering around a free-way width circuit. Find the best line.



In the Super NES game you can only race four cars. Now there are 30.



You can imagine the Gs pulling down on the drivers. Speed thrills guaranteed.

NINTENDO64 | 3D RACING | BY NINTENDO | MAY RELEASE | 1-4 PLAYERS

BANJO AND KAZOOIE

Developed by the team who brought you *Donkey Kong Country* and *Diddy's Kong Quest*, the games which made Super NES look like a new machine. It appears *Banjo & Kazooie* will take N64 further in the visual stakes too.

The gameplay aspect is already interesting, since the 'buddy' set-up has been borrowed from the Kong games: Banjo (the bear) and Kazooie (the bird) work together to overcome obstacles and fight large foes. The game will also incorporate a variety of sub-games to keep variety, and everything is laced with humour. More, in detail, soon.



This gorilla looks angry. Perhaps it's good we can't read the words!



Kazooie flies himself and his partner to a place with a bit more altitude.



Find the jigsaw pieces to open up new areas in the game.



DUKE NUKEM: TIME TO KILL


Yee-hah! Cowboy Duke in action.

First pictures of the forthcoming console-exclusive *Duke Nukem: Time To Kill*.
Unlike the *Duke Nukem Forever*, the PC sequel to *Duke Nukem 3D* which is currently in development, *DN: TTK* is a third-person perspective action game similar to *Tomb Raider*. In the game, Duke travels to different times throughout history, changing his clothes and weapons to fit in with his surroundings. We should be able to playtest it very soon.

30% COMPLETE | CRICKET GAME | BY CODEMASTERS | SUMMER RELEASE | 1-4 PLAYERS

BRIAN LARA CRICKET 98

We hope the game looks this good!

Brian Lara's Mega Drive cricket games were great conversions of the sport.
Brian Lara Cricket 98 is to be completely 3D, with motion-captured versions of more than 240 real international players. As with the previous games, all the main features of cricket will be included, such as rain, tea and more rain. These "screenshots" are the only ones so far released, but look more like rendered artwork to us.

80% COMPLETE | FOOTBALL SIM | BY Z-AXIS | APR RELEASE | 1-4 PLAYERS

THREE LIONS

At least he looks cheerful.

If you can't get the official World Cup licence, go for the official England Team licence instead! That's exactly what BMG have done, and *Three Lions* is the game in question.
An additional piece of news that may or may not interest you is that the Manic Street Preachers are going to be making the title theme for the game, and considering that they are already in the running for the official World Cup song, could this be a clever coup for BMG? Only time will tell.





75% COMPLETE | FUTURISTIC SPORTS | BY RAGE | MAY RELEASE | 1-2 PLAYERS

DEATH BALL ZONE



Remember *Speedball*? Well this is the nineties version, and it looks as though it could be just as good.
The aim remains the same, in that you have to score a goals in either end, and the violence count is just as high as you can chainsaw people, blast them with a laser pistol and even kick them in the nuts until they puke. This looks like a really cool game, so we'll have more next month. Will this be the new *Speedball*?

40% COMPLETE | RACING | BY CODEMASTERS | JUN RELEASE | 1-2 PLAYERS

COLIN MCRAE RALLY



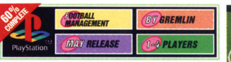

These early pictures of the PC 3Dfx version already look impressive.

This is one game we know a lot of people will be looking forward to, especially since Codemasters' brilliant *TOCA Touring Car Championship* did so well.
These first screenshots show that the game already looks great, and with 48 fictional rally stages it should last a long time too. Although Colin McRae will definitely feature in the game, as will his Subaru Impreza 555, it's not likely we'll get to compete in the ace Super Sprint races now included in real-life rallying. Still, this is going to be a big one later this year.

30% COMPLETE | SHOOTING | BY UBISOFT | JULY RELEASE | 1 PLAYER

BUCK BUMBLE

Argonaut, developers of the original *Star Fox/Star Wing* on Super NES, are currently working on a new 3D shooting game starring a bee.
The version of *Buck Bumble* we've played is very early, with just the basic gameplay and first graphics in place. The final game will require you to complete missions sell around the giant garden, just like Honey I Shrunk The Kids! But Buck's not a normal bee – he's got all sorts of weapons and power-ups to use against the robotic insects he comes across. Should be an interesting one.





PREMIER MANAGER '98

At last, a decent football management game is headed for the PlayStation and it took Gremlin and their very successful *Premier Manager* series to do it.
It will have all of the latest stats from the Premiership, realistic player attributes courtesy of various football journos throughout the country, plus real-time 3D match highlights with the *Actua Soccer 2* game engine. You can choose any team to manage, but working your way up through the leagues is the best way to do it and give you the most satisfaction. We'll be going more in depth next month, so the anoraks should tune in then.



60% COMPLETE | FOOTBALL SIM | BY SILICON DREAMS | MAY RELEASE | 1-4 PLAYERS

WORLD LEAGUE SOCCER

More football! Well, it's inevitable that in the run up to the World Cup we should get a spate of new titles and *World League Soccer* from Eidos is the latest.
It's coded by the same team that made *Soccer '98*, so they have a decent football background and if early indications are anything to go by, this game could be the surprise title to look out for. For those that are interested, Les Ferdinand provided the motion capture, commentary comes from Peter Brackley and Ray Wilkins from Channel 4's Football Italia, and it uses a completely new game engine. A new skeletal system used in the title means that more and more frames of animation can be used in the game without slowdown.

KELLY'S HEROES!

Apart from when you're standing at a Zebra Crossing, it's not often you get to stop the London traffic. That is unless you happen to be Kelly Brook.

When we're allowed out of the CVG Battle Base it's usually to go to a rehab clinic or continue our community service. So imagine our great surprise (and hormone overdose) when *Deathtrap Dungeon* publishers, Eidos, invited us to a photoshoot featuring CVG's favourite babe, Kelly Brook.

Those with an eagle eye will recognise Kelly as one of the *Fighting Force* girls. Her face should also be familiar to those who scour the daily tabloids and mens' lifestyle mags. With a cover appearance on Maxim and a substantial lingerie shoot for Loaded already under her belt, Kelly has also graced the pages of The Sun, Mirror, and Star on regular occasions, and been a guest on the Jack Docherty show. With underwear campaigns for Playtex also sitting in an ever growing portfolio, this is one busy lass.

The event takes place at the London Dungeon. When we arrive it becomes immediately apparent what the shoot is about. Dotted around the entrance are a bunch of slimy photographers from the tabloids (not too harsh – one of them looks like Tosh from The Bill), and a few Eidos people. We're shuffled into the Dungeon and after much waiting Kelly appears, wearing this outfit.

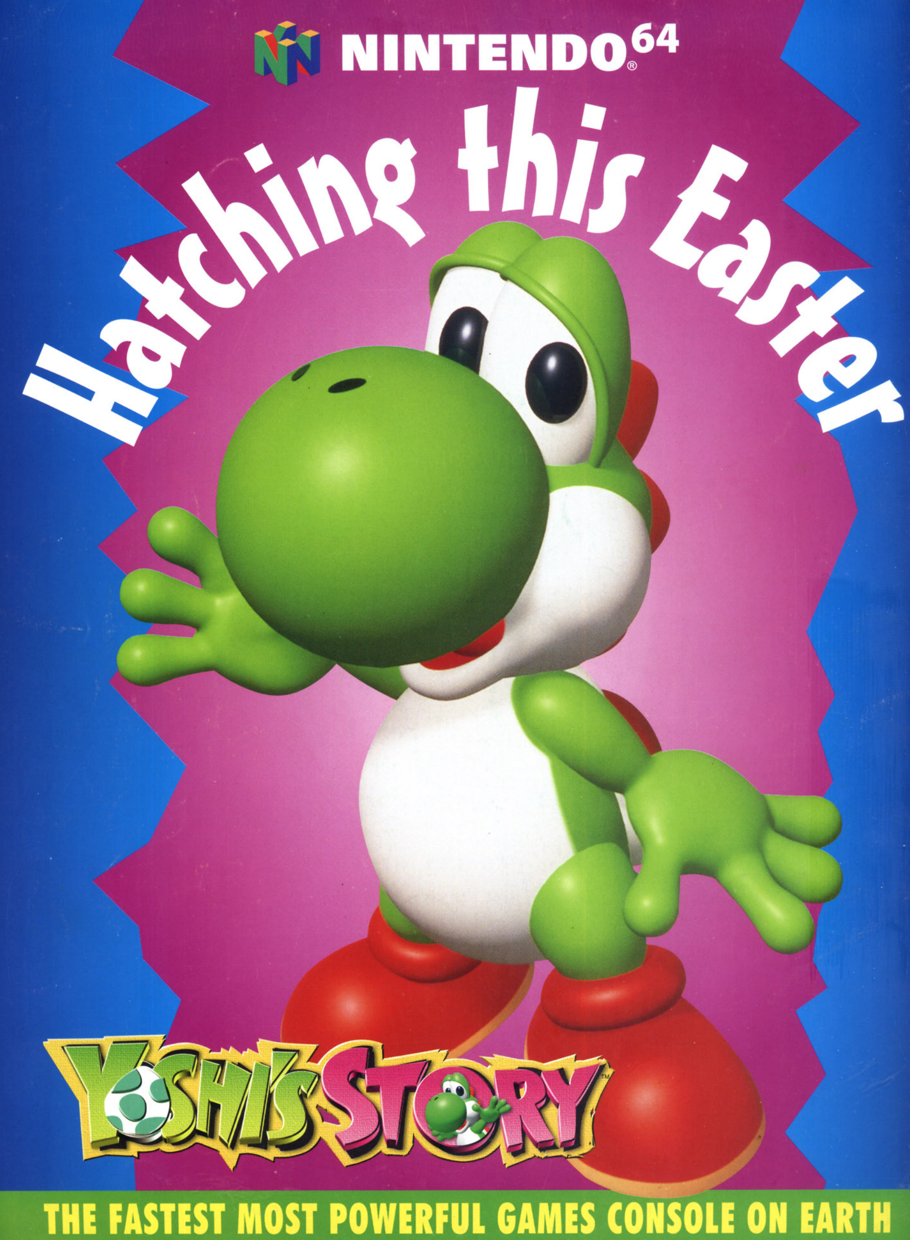
Our chins hit the floor. The shutters whurr and click into action.

Soon Kelly is moved outside so there "is more light for the pictures", and the builders working next door get an early tea break. Then, as the rubber-necking from the passing traffic escalates to the point of cabbies driving round in circles so as not to miss anything, the shoot is over. Kelly is ushered back to safety from the now substantial crowd of drooling men, and we are left with only our thoughts. That is, until the photo's arrive in the office!



That's just gratuitous! Fancy showing game pics as well.

Apart from having a lovely woman to look at and a bit of publicity for *Deathtrap Dungeon*, we wanted to take this opportunity to tell you about Kelly Brook – in case you didn't already know of her. Kelly is going to be EVERYWHERE in 1998, and on the evidence of this page, that's no bad thing.


NINTENDO64
Hatching this Easter
YOSHI'S STORY
THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH
TM, ®, AND N-CUBE ARE TRADEMARKS OF NINTENDO CO., LTD. © 1998 NINTENDO CO., LTD.



FREEPLAY

THE GAME BOY REVIVAL STARTS HERE



If you thought the handheld market was dead, you'd better think again. Last year THE Games sold an amazing 467,000 Game Boys in the UK, and this year they plan to sell a lot more. The projected target is 600,000, and with the emergence of new hardware and one of the biggest games of all time scheduled for this year, we're giving them our full support.

The Game Boy is a true gaming heavyweight. Beating rival companies handheld challengers with ease. It's been around for ages, and it's still going strong. Its success can be attributed to low price, a great range of software, and also low battery consumption. Not only was the Game Boy truly handheld, unlike the chunkier Game Gear (Sega) and Lynx (Atari), but with the Pocket model things got even better. The Pocket has more to offer with a bigger screen and better resolution. Not only that but it requires even less battery power. The gamers' portable friend still shows no sign of disappearing from the scene. With '98 likely to make it one of the coolest items to be seen with once again.

Following on from the success of the Pocket Game Boys, comes the greatest innovation yet. A brand new model called the Game Boy Light, which features a back-lit screen, so you can play in the dark, without one of those cumbersome add-on lights. GB Light is only set to appear in Japan at the moment, but we want them here too!

THE RED-HOT RUMOURS DEPT
HOTTER THAN WALKING BAREFOOT ON HOT SAND

PlayStation owners jealous of PC add-on packs will soon be able to enjoy Command and Conquer: Red Alert mission disks, including the giant ant levels, plus new Tomb Raider 2 levels.

Cloud and other Final Fantasy characters are set to star in Square's arcade fighter Ehrgiez. Several other Final fantasy members will appear in the game, word is a Chocobo is definitely one of them.

Another arcade title in production from a company that usually makes home games is Radiant Silvergun, a brilliantly named shoot 'em up from the makers of Gunstar Heroes Treasure.

Sim City 3000 has been delayed again, although the wait will apparently be well worth it. You'll be able to construct cities four times the size of those in 2000, plus whereas its predeccesor had only 80 buildings to choose from 3000 will feature 250.

Quake 64 has further delays, with the competent 2 player mode that's already working well in the game, changing into a mighty four-player feast. The 64 will never be called cute again!

He hasn't appeared in a Street Fighter game since Super Street Fighter 2 Turbo, but Blanka is back. Arika are currently making Street Fighter EX 2 for the arcades, and we expect a couple of old favourites to return along with the electrifying green one too.

The budget PC version of Tomb Raider will include four new levels. Unfinshed business sees Lara back in Atlantis, while The Shadow of the Cat features Ms. Croft in the lost city of Khamoon.

Rumour has it that Sony are adding all the extra features to the UK version of Gran Turismo to make up for the fact that they've missed out on licences for over 100 of the cars. Doesn't sound too likely to us, but we're not the legal experts.

POCKEMON POWER

We mentioned last month how *Pocket Monster* will be officially released this year, which of course will be a major player for the handheld. Just to confuse you slightly, the game will undergo a name change to *Pockemon*.

If you want to be the best at Pockemon when it's released, we advise you to start training on a Digimon fin preparation for the monster-breeding equivalent of Top Trumps that is heading this way.

Of course, there's quite a few new GB games planned for the remainder of the year. Plus, because the Game Boy has been around for some time now, there's also a huge back catalogue. Lots of these titles will have their prices dropped, and be re-promoted heavily, with some major advertising behind them.

So while the remainder of the year will be full of stories about the PlayStation and N64 trading blows, plus the re-emergence of Sega with its' new console spare a thought for the little fella. Game Boy is the true gaming champ!

READERS MOST WANTED CHART

No change in the top spot, but Mr. Link gave the zombies a real challenge this month, just before the evil UMBRELLA corporation and the gang nicked it at the end.

1	RESIDENT EVIL 2	PS/SAT/PC
2	ZELDA 64	Nintendo 64
3	NEW SEGA CONSOLE	Sega
4	HOUSE OF THE DEAD	Saturn
5	TEKKEN 3	PlayStation
6	TOMB RAIDER 3	PS/PC
7	GRAN TURISMO	PlayStation
8	F ZERO-X	Nintendo 64
9	TOMORROW NEVER DIES	Nintendo 64
10	METAL GEAR SOLID	PlayStation

Going strong, but not quite making the final cut were sequels to *Grand Theft Auto* and *Time Crisis*, growing support for *Final Fantasy VIII* and *Burning Rangers*. Other suggestions included *Street Fighter EX Vs Tekken*, and a growing number of votes for *Virtua Fighter* on the PlayStation. Someone who calls themself Mog wants to play a *Sim CVG*... imagine the horror of that. While soccer hard man James Tucker from Moseley gets the comedy vote this month with his requests for *Maradonna – Drugs 'n' Soccer*, and an *Actua Hangover Cure*.

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16	Write for freeplay



computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**RE**	**GOLDENEYE 007**	**NINTENDO 64**	**THE GAMES**
2	1	COOL BOARDERS 2	PLAYSTATION	SONY
3	7	NAGANO WINTER OLYMPICS	PLAYSTATION	SONY
4	2	FIFA '98: ROAD TO WORLD CUP	PLAYSTATION	EA
5	3	GRAND THEFT AUTO	PLAYSTATION	BMG
6	NE	MICRO MACHINES V3: PLATINUM	PLAYSTATION	CODEMASTERS
7	11	NAGANO WINTER OLYMPICS	NINTENDO 64	KONAMI
8	NE	DESTRUCTION DERBY 2: PLATINUM	PLAYSTATION	PSYGNOSIS
9	4	TOMB RAIDER 2	PLAYSTATION	EIDOS
10	5	TOCA TOURING CAR	PLAYSTATION	CODEMASTERS
11	10	CRASH BANDICOOT 2	PLAYSTATION	SONY
12	6	TIME CRISIS	PLAYSTATION	SONY
13	8	DIDDY KONG RACING	NINTENDO 64	THE GAMES
14	9	GRAND THEFT AUTO	PC CD-ROM	BMG
15	12	FINAL FANTASY VII	PLAYSTATION	SONY
16	14	CHAMP MAN 2 '97-98	PC CD-ROM	EIDOS
17	15	RAYMAN: PLATINUM	PLAYSTATION	UBI-SOFT
18	17	QUAKE 2	PC CD-ROM	ACTIVISION
19	RE	RES EVIL: DIRECTORS CUT	PLAYSTATION	VIRGIN
20	13	WORMS: PLATINUM	PLAYSTATION	OCEAN

JAPANESE MULTI-FORMAT SALES TOP 10

1	**SENTIMENTAL GRAFFITI**	**SATURN**
2	GRAN TURISMO	PLAYSTATION
3	TOMB RAIDER 2	PLAYSTATION
4	CHOCOBO'S MYSTERIOUS DUNGEON	PLAYSTATION
5	GRANDIA	SATURN
6	FORMULA 1 '97	PLAYSTATION
7	POCKET MONSTER	GAMEBOY
8	TALES OF DESTINY	PLAYSTATION
9	GO BY TRAIN!	PLAYSTATION
10	PUZZLE GAME 7	SATURN

AMERICAN MULTI-FORMAT SALES TOP 10

1	**WCW NITRO**	**NINTENDO 64**
2	GOLDENEYE 007	NINTENDO 64
3	TOMB RAIDER 2	PLAYSTATION
4	ALUNDRA	SATURN
5	NFL GAMEDAY '98	PLAYSTATION
6	COOL BOARDERS 2	PLAYSTATION
7	CRASH BANDICOOT 2	PLAYSTATION
8	NBA LIVE '98	PLAYSTATION
9	CRASH BANDICOOT	PLAYSTATION
10	DIDDY KONG RACING	NINTENDO 64

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	**RESIDENT EVIL 2**	**PLAYSTATION**
2	YOSHI'S STORY	NINTENDO
3	QUAKE 2	PC CD-ROM
4	QUAKE	PC CD-ROM
5	GRAN TURISMO	PLAYSTATION



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	HOUSE OF THE DEAD	SEGA
2	BURNING RANGERS	SEGA
3	DUKE NUKEM	SEGA
4	QUAKE 2	SEGA
5	WINTER HEAT	SEGA

SATURN IMPORT TOP 5

1	GUN GRIFFON 2	GAME ARTS
2	VAMPIRE SAVIOUR	CAPCOM
3	PHANTASY STAR COLLECTION	SEGA
4	CONVENIENCE STORE 2	HUMAN
5	KING OF FIGHTERS '97	SNK

PLAYSTATION U.K. TOP 5

1	MOTORHEAD	GREMLIN
2	POINT BLANK	SONY
3	PITFALL 3D	ACTIVISION
4	RASCAL	PSYGNOSIS
5	THEME HOSPITAL	EA

PLAYSTATION IMPORT TOP 5

1	TEKKEN 3	NAMCO
2	PARASITE EVE	SQUARESOFT
3	TENCHU	SONY MUSIC ENT
4	X-MEN VS SF EX EDITION	CAPCOM
5	R-TYPES	

PC TOP 5

1	QUAKE 2	ACTIVISION
2	MOTORHEAD	GREMLIN
3	STARCRAFT	BLIZZARD
4	BATTLEZONE	ACTIVISION
5	F1 '97	PSYGNOSIS

NINTENDO 64 TOP 5

1	YOSHI'S STORY	THE GAMES
2	TETRISPHERE	THE GAMES
3	SNOWBOARD KIDS	THE GAMES
4	ISS 64	KONAMI
5	GOLDENEYE	THE GAMES

NINTENDO 64 IMPORT TOP 3

1	ZELDA 64	NINTENDO
2	1080° SNOWBOARDING	NINTENDO
3	G.A.S.P	KONAMI

16 BIT TOP 3

1	F-ZERO	SNES
2	YOSHI'S ISLAND	SNES
3	TRUXTON	MEGADRIVE

ARCADE TOP 5

1	TIME CRISIS 2	NAMCO
2	HARLEY DAVIDSON	SEGA
3	SEGA RALLY 2	SEGA
4	MARVEL VS CAPCOM	CAPCOM
5	VIRTUAL ON 2: ORATARIO TANGRAM	SEGA

CVG'S 12 GAME DEATH SEQUENCES

1. SUB ZERO'S SPINE REMOVAL FATALITY
2. END OF DISC ONE IN FFVII (IT MADE PAUL CRY)
3. ANYTHING SHOT BY THE ENHANCED SHOTGUN IN RESIDENT EVIL 2
4. BEING TELEFRAGGED IN QUAKE
5. GETTING STAMPED ON BY A HORSE IN AGE OF EMPIRES
6. BEING URINATED ON BY BLIZZARD IN PRIMAL RAGE
7. REVERSING OVER CIVILIAN HEADS IN GRAND THEFT AUTO
8. ANYTHING FROM HOUSE OF THE DEAD
9. PAC MAN DYING
10. LARA CROFT DROWNING
11. BEING KNEECAPPED IN GOLDENEYE
12. TURNING INTO A PILE OF BONES IN GHOULS AND GHOSTS



This month's classic game is *Pitfall!* from Activision – the first company to produce Atari VCS compatible cartridges besides Atari.

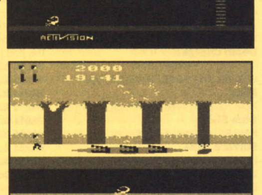
Pitfall's designer, David Crane, had left Atari to be one of the founders of Activision. He had previously programmed *Dragster*, *Laser Blast* and *Grand Prix* for them. Subsequently he did *Ghostbusters*, *Decathlon* and *Little Computer People*.

Crane said that his idea for *Pitfall* came from a graphic of a little running man he'd produced. He said, "I'd been fooling around with one for a long time; I kept bringing him back. I had to have him running somewhere, so I made it a jungle, with trees and animals".

David Crane. Programmers of cool games rarely looked how you expected.

PITFALL: PLAY THE GAME

Pitfall places you deep in the recesses of a forbidden jungle – an unforgiving place few explorers ever survive. But you've got courage, because you're with Pitfall Harry, the World Famous jungle explorer, and fortune hunter extraordinaire (Raiders of the Lost Ark must have been an influence). The lure of hidden treasure draws you deeper into the bush helping Harry grab the most treasures in the shortest possible time.



You start each adventure with 2000 points. Collision with a nasty loses points. Should you fall down a hole by accident, you will lose 100 points. Rolling logs will also cause point loss depending on how long contact is made with them. You hurdle over logs, holes, scorpions, fires and snakes. Special care should be taken when you jump scorpions; the margin for error is much less.

Pitfall used to conjure pictures in the mind of how *Turok* on N64 actually is.

The game is 255 screens wide and wraps round. But each screen travelled underground is equivalent to three overground. So this way you can cover greater distances in less time. In fact to capture all 32 treasures in under twenty minutes (your limit), you will have to use some of the underground passages.

Crocodiles are Harry's greatest enemy!

Each treasure you find will add points to your score. There are eight each, of the four treasures in the entire game. That makes 32 in all, for a total of 112,000 points. A perfect score is 114,000 points (reached by collecting all treasures, without losing any points by falling down holes or tripping on logs). It's Game Over if you lose all three of your men.

Leaping onto the crocodile heads while crossing the swamp is the first really tricky task in the game. It requires great timing and co-ordination. The catastrophic hazards (losing you one of Harry's lives) are the scorpions, fires, cobra rattlers, crocodiles, swamps, quicksand and tar pits.

Activision used to have a great scheme in which a high score would win you a special patch. For *Pitfall* you had to score 20,000 points or more and you could join the prestigious PITFALL HARRY'S EXPLORERS' CLUB and be presented with a special Explorers Club membership emblem.

THE PITFALL LEGACY

Pitfall became a game to sell systems. There was a Colecovision version, and one for the Mattel Intellivision identical to the VCS one. Much later we got a Spectrum version that was even more basic graphically and a C64 version which used the extra colours to give touches like making Harry's hair and jacket a different colour when he is underground.

Pitfall reached the UK for Christmas of 1982 and the VCS cartridge would have set you back £24.95. In the US the game had a two month run at the top of the Billboard chart over Christmas `82. The Observer stated that it sold three million cartridges around the world taking more than $100 million over the counter. A real hulking money hoover.

In Britain in June 1984 readers of TV Gamer magazine voted it best arcade adventure and best overall game. Activision's final figure was more than four million copies. All for a game whose code took up less than 4K.

SEQUEL NUMBER ONE

Pitfall II Lost Caverns was advertised with the slogan "Just when you thought it was safe to go back to the jungle". The sequel's arrival in the summer of 1984 was highly anticipated. David Crane's profile had also risen, the game was billed as "David Crane's Pitfall II". He was now treated as a star.



This game produced a number of innovations. Restart points were introduced for the first time. If you had passed a cross on the floor, you would start from there and not from the beginning again when you died. (Though having to watch Harry drift all the way back is annoying.) The game was less horizontal than the first and you swam, jumped and floated on balloons. There were also more nasties like the electric eels, vampire bats and poisonous frogs.

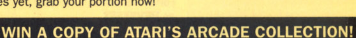
The quest was to get as much treasure as possible and escape with the Raj diamond plus you now had to find your travelling companions Rhonda (Harry's niece) and Quickclaw the cowardly cat.

CVG had given the original Pitfall excellent marks but *Pitfall II* was awarded an unprecedented score – the maximum possible: 5,5,5,5.

What is that? A frog? Or a bat? No, definitely a frog.

In the *Pitfall II* VCS cartridge there was extra circuitry (called the "Design Proprietory Chip") to aid the sound and cope with the memory requirements needed for such a big game. Conversions include one for the MSX, which was very like the original and a C64 version with souped up graphics adding more detail. The Spectrum translation was poor and almost silent. There were also excellent Colecovision and Atari 8-bit computer versions.

Pitfall is a big slice of thrill cake. If you haven't played either of the games yet, grab your portion now!



WIN A COPY OF ATARI'S ARCADE COLLECTION!

The ranch has obtained a copy of Atari's Arcades Greatest Hits from those nice people at GT Interactive. If you're a PlayStation owning retro fan, this six-game compilation is for you. On the disc are the vector graphic classics *Asteroids*, *Battlezone* and *Tempest*. The compilation also features the trackball blasters *Missile Command* and *Centipede* finishing off with the wall bustin' *Super Breakout*. The disc also contains exclusive video interviews with three of the creators of these games.

To win simply tell me: which one of the above games was adapted for the US Military to train their troops? Send your entries to "Keith's Retro Ranch" at the usual address.



TIPS

THE LEGEND OF LOMAS

You may have heard that there was a second crash at Roswell back in 1947 (Earth years). That was my family and I. The one "being" that survived was me, and it is now that I've decided to reveal my original quest to the world: I NEEEEED TIPS TO SAVE MY DYING PLANET. Pleeeeeeze.

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS

CVG, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON E14 9TZ

You can now also send any tips or guides to this Email address. Whatever you do, don't waste your time sending us tips you've copied out of other magazines. Especially not ones you've copied out of our magazine and sent back to us. Believe us, it has been done.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

GRAND THEFT AUTO

Loads more cheat codes for *GTA* from **Carl Potter** which let you do all sorts of naughty things. Plus last month's for extra value.

BLOWME	**Co-ordinates**
BSTARD	**All cities, all weapons, loadsamoney**
CAPICE	**All cities**
CHUFF	**No police**
EATTHIS	**Max wanted level**
FECK	**Access Liberty City**
GROOVY	**All weapons**
MADEMAN	**All cities, all weapons**
THESHIT	**All cities, infinite weapons, 99 lives**
TURF	**All cities**
TVTAN	**Liberty City, San Andreas**
WEYHEY	**9999990 points**

To become invincible, Pause the game and press **Square, Triangle, Circle, X, X, Circle, Triangle, Square**.

PANDEMONIUM 2

Enter these passwords to get the extra cheat modes.

ACIDDUE	**Mad Graphics**
GENETICS	**Mutant Mode**
GETACCES	**Access all areas**
GONAHURL	**Rolling Camera**
HORMONES	**Full Energy**
IMMORTAL	**31 Lives**
JUSTKIDN	**Regenerating Enemies**
MAKMYDAY	**Permanent Weapons**
NEVERDIE	**Invincibility**
SKATBORD	**Speed Greed**

ONE

Two nice and easy cheats here.
For a level select, enter your password as **HEVYFEET**.
To get all of the weapons in the game, enter the password **MAXPOWER**.

NIGHTMARE CREATURES

To get a cheat mode with options such as infinite lives, infinite weapons, level select and even an option to play as a monster, go to the password screen and press **Left, Up, X, Square, Down, Triangle, Square, Down**. Now start a new game and you'll get the cheat menu.

After entering the main cheat code, press in this for one-hit kills. Just press **L1, R1, L2, R2, Select**.

FIFA 98

Unlike the main Game All-Stars cheat, these are for the PlayStation version only at the moment.

To give yourself loads of money, go to the Club Transfers screen and press **Square, X, Square, L2, L1**.
For unlimited player attributes, go to the Player Edit screen and press **L1, L2, X, Square, X**.

CRITICAL DEPTH

If you complete the game on medium difficulty you'll get to play as Mr Phatt. If you then complete the game on hard as Mr Phatt you get Agent 326. If you then manage to finish the game on hard as Agent 326 you get to play as... Abbadon! Oh boy!

These hidden modes are written out for the default control settings. If you change your controls you'll need to figure out what the cheats are for you.

Depth Charge

Hold R2 and press Left, Right, Up
Mine
Hold R2 and press Right, Left, Down
Stun Shot
Hold R2 and press Right, Left, Up
Surface Mine
Hold R2 and press Right, Left, Down
Invincibility
L1, R1, L1, R1, Up, Down, Left, Right
Infinite Weapons
L1, R1, L1, R1, Up, Down, Left, Down
Super Damage
R1, R2, R1, R2, Up, Down, Up, Down

BLOODY ROAR

To give yourself a big head while on normal mode, go to the character select screen, hold **L2 and press Circle** to pick your fighter.
To get smaller fighters, go to the character select screen and hold **R2 and press Circle** to choose your fighter.
To get the arena size option, beat at least 10 people in Survival Mode.
For the regenerating life bars option, complete the game on Level 4 or harder with Bakuryu.
For the fat arms option, complete the game on Level 4 or harder without using any continues.
To get a school uniform for Alice, complete Time Attack Mode in under 10 minutes.

JET RIDER 2

Getting trophies for different characters gives you various hidden options. Choose the cheat you want most, then play as the character listed with them.

Blade	**TV Camera**
Bomber	**Zero Resistance**
Gadget	**Infinite Grapple**
Lil' Dave	**Upside Down Camera**
Steele	**Remote Control**
Technician	**Cyberspace Camera**
The Hun	**Ice Racing**
The Max	**Infinite Turbos**
Vampeera	**Super Control**
Wild Ride	**Super Brakes**

SATURN

CROC: LEGEND OF THE GOBBOS

On the title screen, when "Start" is flashing, hold **X+Y+Z** to make the password option appear. Now enter any of these codes by pressing directions on the pad (Up, Down, Left and Right).

World 1.1	**UURRUDULRDRULDU**
World 1.2	**UDRRULULLDLDLDU**
World 2.1	**UUURULULLDRDLDU**
World 2.2	**UURRUDULUDLULDU**
World 3.1	**UDURUDULUDRULDU**
World 3.2	**UUURULULDDLDLDU**
World 4.1	**UURRUDULLDUULDU**
World 4.2	**UUURUDULRDDDLDU**
Mega Code	**LLLLDRRLLDRDLUR**

FIFA 98: ROAD TO WORLD CUP

This cheat from **Mr A Fule from Aberdeen** works on all versions of the game (PlayStation, Nintendo 64, Saturn and PC). To access the hidden "Game All-Stars" team, start an Exhibition game with any two teams and do the following:

Play the match but get a draw so that it goes into extra time (make sure you have the options set before you start). Now, during extra time you need to shoot the ball from anywhere outside the box so that it hits the crossbar and bounces back to land outside the area. If you do this, the crowd will start chanting really loudly until the end of the game, and the extra team will be added to your choices. You can set the game length to anything you want, but the longer the match, the more time you have in extra time to get the kick just right.

The Game All-Stars team has characters taken from various video games, including Lara Croft, Sonic, Mario, Crash Bandicoot, Croc, Fred Couples (from the *PGA Tour Golf* games), Rayman, Barry Burton, Krool, B.O.B. (from the Mega Drive game of the same name), and even Goro!



Look! Sonic the Hedgehog in defence, Crash in goal!

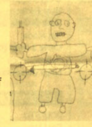
Tips

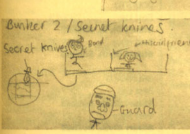
FREEPLAY

NINTENDO 64

GOLDENEYE

A few people have written in to tell us about some hidden throwing knives at the start of Severnaya Bunker part 2. We've got two different ways of getting them as well. **Chris Bynre** (who's responisble for the sketch) says that you should look down the well and use the watch magnet to get the knives, while **Mark Botwright from Exeter** has a different way. "You can normally only get them on the Secret Agent or 00 Agent settings. After you've killed the guard turn right and you'll see a grid over a pit with water in. Walk onto the grid and look down and to the right, on the pit wall you'll see what looks like a small glitch in the texture. Select the KF7 Soviet Rifle and use the sight to zoom in on it. It will become apparent the object is actually a throwing knife. Aim carefully and shoot it six times and it will disappear, then when you look up six throwing knives should have appeared in front of you."





Chris Byrne says "A good way to kill people is to use the aim and spray across his body with a machine gun etc." Cheers Chris.

FIGHTERS DESTINY

Hidden characters! Hurrah!
To play as Boro, simply finish the game in Easy Mode.
After completing the game once you'll get a star next to your character's name. When you've got a star you can access more characters as follows.
To play as the fantastic robot, Robert, beat everyone in Faster Mode in under a minute.
To play as Joker, "simply" beat all 100 of the characters in Survival Mode.
To play as Master, beat everyone in Master Challenge Mode.
To play as the cow, Ushi, play Rodeo Mode and survive without beating Ushi for a minute.

FIFA 98

Unlike the all-formats Game All-Stars cheat (to the left), these are just for the Nintendo 64 version of *FIFA 98* as far as we know.
For invisible players, choose Sheffield Wednesday and enter a player name as **WAYNE**.
To play without a stadium, choose any team and enter a player name as **CATCH22**.
For sketchy graphics (like *Turok*'s Pen and Ink Mode) enter a player name in the Canadian team to **MARC**.
For titchy players, choose Vancouver (from the US League) and enter a player name as **KERRY**.

NAGANO WINTER OLYMPICS 98

To get more options, go to the main Options screen and hold **C-Down then press R** to get the new menu. From here you can use these hidden modes:

Change body size
Hold C-Left and press R
Change head size
Hold C-Down and press R
Different voices
Hold C-Up and press R

TETRISPHERE

"Big Boy" Larry Bundy Jr from Middlesex has a few cheats to share with you all. Go to the New Game screen and press **L, C-Right and C-Down** to bring up the secret characters you can use on the password screen. Now enter one of these passwords:

Secret Lines Game	**LINES**
View End Credits	**CREDITS**
Secret Music	**G (Alien Head) MEBOY**
Level Select	**Saturn, Spaceship, Rocket, Heart, Skull**

PC CD-ROM

CHAMPIONSHIP MANAGER 2 97/98

Ben Lavender from Harrow Weald has a tip to play as the manager of an international team. First of all, you must note that if you want to be manager of England you have to be playing the English league, and so on.
All you do is type in the manager's real name when you add a new manager. Here are the names you can use.

England	**Glenn Hoddle**
Italy	**Cesare Maldini**
Spain	**Javier Clemente**
France	**Aymé Jacquet**
Netherlands	**Guus Hiddink**
Belgium	**Georges Leekens**
Germany	**Berti Vogts**
Scotland	**Craig Brown**
Portugal	**Artur Jorge**

ODDWORLD: ABE'S ODDYSEE

For a level select screen, go to the main title menu and hold Shift. Now press in this code with the arrow keys:
Down, Right, Left, Right, Left, Right, Left, Up
To be able to watch any of the rendered sequences in the game, go to the main title screen again and hold Shift. Now enter this code on the arrow keys:
Up, Left, Right, Left, Right, Left, Right, Down

ARCADE

MARVEL VS CAPCOM

There are some hidden characters in *Marvel vs Capcom*, but we're not talking about the playable ones. Instead, these are secret special helpers.
To get Shadow as your helper character, hold **LP+HP+MK+Start** when you select your second character.
To get Sentinel as your helper, hold **MP+HP+MK+Start** when you choose your second character.

WE'RE STUCK!

If you're completely stuck on a game, let us know where you've got to in detail and we'll do our best to help you out. But please, no more *Broken Sword 1* or *2* questions – we get hundreds every month and they're getting very boring.

Dear CVG,
I have just bought *Croc: Legend of the Gobbos*. I would love it if you could help me. I am wondering if you have to get the jigsaw pieces on the secret island to complete the game, if so how do you even get onto the secret island without passwords! I would be very grateful if you could help me to solve my problem.
THANKS!
Yours sincerely,
Stephen Ford, Portsmouth

CVG: You don't have to get all the jigsaw pieces to finish the game, but if you do you get access to the Crystal Island. You first need to rescue all the Gobbos to get to the Special Levels, then get all the jigsaw pieces from there. When all eight jigsaw pieces are put together, you get to Crystal Island.

Dear Sir,
I'M STUCK!
Over Christmas I have bought the 2 very good games I think are super. They are *Command and Conquer Red Alert* and *Broken Sword 2*. You've probably answered these questions before but I am a new reader so I wouldn't have seen it.
1. In *Broken Sword 2* how do you get to the docks?
2. Are there any cheats for *Red Alert* yet and if so what are they?
Thanks,
Matthew Scriven

CVG:
1. Pickup the newspaper next to the phone in the building where the game starts. Look at it and a receipt will fall out. Later when at the gallery you need to inspect the crates and search for a sticker. To do this you need to get the fat guy drunk first. With these two clues, George figures out that he has to go to Marseilles next...
2. We printed some last month.

Dear CVG,
I am having a problem in *Tomb Raider 2*. I can't seem to find the gold secret in the level called The Wreck of Maria Doria. If you help me I will be extremely grateful because I have been running round like a headless chicken for weeks.
Yours sincerely,
Andrew (Thurso)

CVG: While being chased by the pack of fish, dodge past the shark to get one of the keys. As you go back through the opening you just came through, look out for a cave opening opposite where you come out. Go into this cave and follow the right wall along until you see a small opening above you. Swim up to the surface and you'll find the Gold Dragon.

Dear CVG,
I am writing to you in distress. I have just recently bought *Tomb Raider 2* and can't complete the start of level one. The part I'm stuck at is where you have to scale the cliff after you have completed a set of jumps. Please could you tell me how to do it and if you know any cheats could you please tell me them as I'm kicking myself because I can't do it because it is so near the start!
From Malcolm Isaacs.
PS. PLEASE HELP ME!!!!!!!!!!!!!

CVG: Unfortunately you're way beyond help. Maybe you should go through the pool of water, and then attempt to climb the cliff. Or maybe you should just give up on video games and buy some Duplo.

Dear Computer and Video Games,
Please help me on *Tomb Raider 2* on Bartolis Hideout I can't get past the level I tried and tried but I just can't do it oh! by the way do you have any cheats for me.
Russell Hay, age 10

CVG: We printed a level skip last month, and we've got the nude cheat this month (below), though you're probably a bit too young to see that kind of thing.

Dear CVG,
I would like to know where the 3 secret special cap switches are hidden in *Super Mario 64*.
Steven Cadrozzi, Belgium

CVG: Once you've collected at least 10 Power Stars, go into the main hall of the castle and look up at the ceiling to see where the beam of light is coming from. That'll take you to the Red Switch.
When you reach the room in the castle which is partly filled with water with two pillars sticking out, bash the pillars down to drain the moat. Now go through the door and into the dry moat where you'll find a passage leading down to the Blue Switch.
In level 6 (the caves), get on the head of the sea monster and ride it to the far door. Go through this to get to the Green Switch room.

Dear CVG,
I have completed *Resident Evil* about 100 times. There must be a tip to make that game more interesting. Can you get me a cheat for that game. "PlayStation"
Derek Cairns, Glasgow

CVG: Try playing it without using your hands, or maybe so that you can't see the screen and have to complete it by ear. That would be quite interesting.

TOMB RAIDER 2

It was just a rumour in the first game, but this time it's for real! Core have included a **NUDE MODE** in both the PlayStation and PC versions of *Tomb Raider 2* which is activated in a similar way to the old fake cheat.

Start the game up with two pads plugged in and go into Lara's bedroom. The first player should stand Lara on top of her bed while the other taps on the **jump button** on the second pad (or **"5"** on the keypad for the PC version) in the tune of All Saints' song **"Never Ever"**. While one person is doing this, the other player should make Lara "dance" on her bed by **jumping, rolling, stepping and so on in time with the tune.** You'll hear a beat start up if you do well enough for a few minutes.

Eventually it'll stop and Lara will say "I'm really hot... I'd better have a shower." She'll go into the bathroom, then reappear with **nothing but her boots and back-pack on!** You also get the key to the lock on the side of her bed.



Chances are you already know this nude cheat for *Tomb Raider 2*, but here it is anyway. Follow the instructions above and you can run through the game completely and utterly naked!



FREEPLAY HIGH SCORES



Do you always beat your ancient relatives at video games? Well done. Do you also beat your friends whenever you play them? Good. But now we want gamers who can beat the rest of the world at the latest and greatest on all the main formats. Send us your highest scores, along with your three-digit high score "tag" name and we'll let everyone know just how great you are (or aren't).

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

TOMB RAIDER 2 (PLAYSTATION)

Assault Course Time
1'05"6 Sam Draris, Dorset

TIME CRISIS (PLAYSTATION)

Story mode 12'01"54
Darren Curtis, Walworth

TIME ATTACK
Stage 1 2'38"81
Darren Curtis, Walworth
Stage 2 3'44"13
Fat Ade (ADE)
Stage 3 5'06"53
Daryl Morris, Essex

PLAYSTATION MODE
1-2A-3A-4A 9'17"16
Daryl Morris, Essex
1-2A-3B-4B 9'39"53
Matthew Hopkins (MAT), Crewe
1-2A-3B-4C 10'23"63
Fat Ade (ADE)
1-2B-3B-4B 9'29"66
Matthew Hopkins (MAT), Crewe
1-2B-3B-4C 9'14"00
Matthew Hopkins (MAT), Crewe
1-2B-4C 6'27"33
Matthew Hopkins (MAT), Crewe

PARAPPA THE RAPPER (PLAYSTATION)

Level 1 4040 Points
Fat Ade (ADE)

STREET FIGHTER EX +A (PLAYSTATION)

A Course Time Attack
1'54"97 (Akuma)
Fat Ade (ADE)

V-RALLY (PLAYSTATION)

EASY
Corsica 47"64
Craig Gemmell, Ayr
Indonesia 55"92 Seppo
Lunki, Finland
Spain 55"16
Craig Gemmell, Ayr
England 1'04"52
Craig Gemmell, Ayr

MEDIUM
Safari 58"44
Stephen Haigh (SRH), Reading
New Zealand 1'10"96
Stephen Haigh (SRH), Reading
England 51"44
Stephen Haigh (SRH), Reading
Corsica 51"24
Seppo Lunki, Finland
Indonesia 1'00"20
David McDonnell, Wirral
Alps 1'10"56
Craig Gemmell, Ayr

HARD
Corsica 1'33"24
Craig Gemmell, Ayr
Sweden Sunny 1'13"52
Charles Haas (CHF), Holland
Alps Snow 1'11"48
Craig Gemmell, Ayr
Spain 1'20"88
Craig Gemmell, Ayr
New Zealand 1'28"52
Craig Gemmell, Ayr
Safari 1'05"44
Craig Gemmell, Ayr
Sweden Snow 1'23"36
Craig Gemmell, Ayr
Alps Night 1'17"20
Craig Gemmell, Ayr

DESTRUCTION DERBY 2 (PLAYSTATION)

PINE HILLS RACEWAY
22"15
Jozef Vincent (ZEF)

CHALK CANYON
47"81
Jozef Vincent (ZEF)

SCA MOTORPLEX
37"83
Mark Rainford (RAZOR), Wigan

CAPRIO COUNTY RACEWAY
21"23
Matthew Hopkins (MCCLANE), Crewe

BLACK SAIL VALLEY
29"73
Jozef Vincent (ZEF)

LIBERTY CITY
21"71
Matthew Hopkins (MCCLANE), Crewe

ULTIMATE DESTRUCTION
30"51
Matthew Hopkins (MCCLANE), Crewe

SOUL BLADE (PLAYSTATION)

Arcade Mode 0'18"21
(Cervantes)
Michael Lockwood (MIC), Lancashire

Special Weapon Survival Mode
769 Wins (Seung Mina)
Brian Lelas (B.L), Dublin

RESIDENT EVIL (PLAYSTATION)

Game Complete 01:40'03
Alex Haas, Holland
Game Complete (with Rocket Launcher) 01:24'29
Michael Lai, Liverpool

RAGE RACER (PLAYSTATION)

MYTHICAL COAST
Best Lap 0'49"334
Kevin Mackay, Malta
Best Race 2'33"351
Kuljeet Chauhan, Southall

MYTHICAL COAST REVERSE
Best Lap 0'48"871
Michael Lai, Liverpool
Best Race 2'30"246
Michael Lai, Liverpool

OVERPASS CITY
Best Lap 1'12"717
Kuljeet Chauhan, Southall
Best Race 3'45"864
Kuljeet Chauhan, Southall

OVERPASS CITY REVERSE
Best Lap 1'11"979
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'41"441
Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE
Best Lap 1'03"713
Michael Lai, Liverpool
Best Race 3'18"552
Michael Lai, Liverpool

LAKESIDE GATE REVERSE
Best Lap 1'09"995
Michael Lai, Liverpool
Best Race 3'34"983
Michael Lai, Liverpool

EXTREME OVAL
Best Lap 0'20"304
Adi Wells, York
Best Race 2'03"940
Adi Wells, York

EXTREME OVAL REVERSE
Best Lap 0'20"336
Adi Wells, York
Best Race 2'05"582
Adi Wells, York

TEKKEN 2 (PLAYSTATION)

156 Wins (Bruce)
Juau "El Mister"
Time Attack 1'38"26 (Lee Chao Lan)
Paul Powell (POW), Pontypridd

WIPEOUT 2097 (PLAYSTATION)

Phantom Class Times

TALON'S REACH
Best Lap 0'19"9
Gareth Richards (GAZ), Stoke-on-Trent
Best Race 1'29"7
Gareth Richards (GAZ), Stoke-on-Trent

SAGARMATHA
Best Lap 0'17"4
Revo Jaansoo & Toomas Veeber (XL), Amsterdam
Best Race 1'33"8
Revo Jaansoo & Toomas Veeber (XL), Amsterdam

VALPARAISO
Best Lap 0'29"4
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'40"9
Thomas Darbyshire, Lancashire

PHENITIA PARK
Best Lap 0'27"0
Revo Jaansoo & Toomas Veeber (XL), Amsterdam
Best Race 2'25"3
Revo Jaansoo & Toomas Veeber (XL), Amsterdam

GARE D'EUROPA
Best Lap 0'31"7
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'45"1
Graham Ndebele (TGN), Tyne & Wear

ODESSA KEYS
Best Lap 0'31"2
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'49"7
Thomas Darbyshire, Lancashire

VOSTOK ISLAND
Best Lap 0'30"4
Revo Jaansoo & Toomas Veeber (XL), Amsterdam
Best Race 2'40"9
Revo Jaansoo & Toomas Veeber (XL), Amsterdam

SPILSKINANKE
Best Lap 0'25"5
Thomas Darbyshire, Lancashire
Best Race 2'16"6
Thomas Darbyshire, Lancashire

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0
Best Time 52"40
James Stone, Dorset
Best Tricks 2317
James Stone, Dorset

EXTREME 1
Best Time 1'11"56
James Stone, Dorset
Best Tricks 1863
James Stone, Dorset

EXTREME 2
Best Time 1'13"00
James Stone, Dorset
Best Tricks 2095
Matthew Bushnell, Enfield

EXTREME 3
Best Time 1'35"28
James Stone, Dorset
Best Tricks 2342
Matthew Bushnell, Enfield

ALPINE
Best Time 1'03"96
Matthew Bushnell, Enfield
Best Tricks 1942
James Stone, Dorset

SNOWBOARD PARK
Best Time 1'28"16
James Stone, Dorset
Best Tricks 2149
Matthew Bushnell, Enfield

HALF PIPE
Best Time 26"04
James Stone, Dorset
Best Tricks 2266
Nick Paterson (NIK), Sega Saturn Magazine

RESIDENT EVIL (SATURN)

Battle Mode, Jill 998 points, A grade
Themis Bakas (ACE), Nunhead

SONIC R (SATURN)

RESORT ISLAND
Best Lap 16"40
Luigi Coppola, Bexhill on Sea
Best Race 58"08
Sam Draris, Dorset
Tag Mode 23"08
Sam Draris, Dorset
Balloon Mode 33"40
Luigi Coppola, Bexhill on Sea

RADICAL CITY
Best Lap 23"52
Sam Draris, Dorset
Best Race 1'12"48
Sam Draris, Dorset
Tag Mode 20"60
Sam Draris, Dorset
Balloon Mode 44"52
Luigi Coppola, Bexhill on Sea

REGAL RUIN
Best Lap 19"76
Steve Lyth, Whitby
Best Race **1'02"48**
Chris J Haig (CJH), Taunton
Tag Mode 17"48
Sam Draris, Dorset
Balloon Mode 31"48
Steve Lyth, Whitby

REACTIVE FACTORY
Best Lap 26"28
Sam Draris, Dorset
Best Race 1'23"64
Sam Draris, Dorset
Tag Mode 30"44
Sam Draris, Dorset
Balloon Mode 29"28
Luigi Coppola, Bexhill on Sea

RADIANT EMERALD
Best Lap 40"96
Luigi Coppola, Bexhill on Sea
Best Race 2'28"96
Sam Draris, Dorset
Tag Mode 43"36
Chris J Haig (CJH), Taunton
Balloon Mode 39"24
Luigi Coppola, Bexhill on Sea

SEGA TOURING CAR CHAMPIONSHIP (SATURN)

COUNTRY
Best Lap 23"012
Stuart Blyth, Solihull
Best Race 1'58"221
Stuart Blyth, Solihull

GRUNWALD
Best Lap 29"741
Stuart Blyth, Solihull
Best Race 2'32"367
Stuart Blyth, Solihull

BRICKWALL
Best Lap 29"821
Sam Draris, Dorset
Best Race 2'34"888
Sam Draris, Dorset

URBAN
Best Lap 28"701
Sam Draris, Dorset
Best Race 2'29"672
Sam Draris, Dorset

BOOMTOWN
Best Lap 32"831
Stuart Blyth, Solihull
Best Race 2'51"219
Sam Draris, Dorset

MARVEL SUPER HEROES (SATURN)

Best Score 2,137,200
(Blackheart)
"Buttons Boy" Jim, Isle Of Wight
Best Time 16"81 (Juggernaut)
Stephen Wake, Doncaster

SONIC JAM (SATURN)

SONIC THE HEDGEHOG (Time Attack)
Green Hill Zone 1 22"51
hris J Haig (CJH), Taunton
Green Hill Zone 2 17"28
Chris J Haig (CJH), Taunton
Green Hill Zone 3 51"11
Chris J Haig (CJH), Taunton

SEGA RALLY (SATURN)

DESERT
Best Lap 0'47"84
Thomas Haxley, Pencoed
Best Race 2'30"32
Nathan White (NAT), London

FOREST
Best Lap 1'09"39
Nathan White (NAT), London
Best Race 3'32"19
Nathan White (NAT), London

MOUNTAIN
Best Lap 1'05"07
Nathan White (NAT), London
Best Race 3'17"25
Ewan Gibb (EJG), Southampton

LAKESIDE
Best Lap 1'05"77
Ewan Gibb (EJG), Southampton
Best Race 3'19"44
Ewan Gibb (EJG), Southampton

SONIC 3D (SATURN)
Green Grove Zone Boss beaten in 39 seconds
Sarah Cabry (GEM), Sheffield

SATURN BOMBERMAN (SATURN)
Master Game completed 467740
Chris J Haig (CJH), Taunton

VIRTUAL ON (SATURN)
Game Complete (Hard, Temjin, No continues used)
6'33"35
Romeo Mazzei (R.M), Amsterdam

MANX TT (SATURN)
LAXEY COAST
Best Lap 0'52"84
Steve Lyth, Whitby
Best Race 2'43"80
Andy Beeching, East Sussex

TT COURSE
Best Lap 1'05"48
Andy Beeching, East Sussex
Best Race 3'19"36
Andy Beeching, East Sussex

LAXEY COAST REVERSE MIRROR
Best Lap 0'52"84
Andy Beeching, East Sussex
Best Race 2'43"28
Andy Beeching, East Sussex

TT COURSE REVERSE MIRROR
Best Lap 1'03"56
Andy Beeching, East Sussex
Best Race 3'18"72
Andy Beeching, East Sussex

VIRTUA COP 2 (SATURN)
Default Mode
803,509
Chris J Haig (CJH), Taunton

Virtua Cop 1 Mode
17,031,100
Ryan Carline (RYE), The Master, Chester

FIGHTERS MEGAMIX (SATURN)
Survival Mode, FV Setting, Wolf Stage

3 Mins, Rentahero 26 Wins
Ryan Carline (RYE), The Master, Chester
7 Mins, Janet 62 Wins
Brian Lelas (B.L), Dublin
15 Mins, Janet 157 Wins
Brian Lelas (B.L), Dublin

CHRISTMAS NiGHTS (SATURN)
9999+ Link Attack
Nathan White (NAT), London
0'07"915
Brian Lelas (B.L), Dublin

Sonic Into Dreams
Level and boss complete 4'01"226
Ryan Carline (RYE), Chester

NiGHTS (SATURN)
Puffy beaten with 104 remaining
Brian Lelas (B.L), Dublin
Reala beaten with 106 remaining
Brian Lelas (B.L), Dublin
Jackle beaten with 104 remaining
Ruverne Latchanna, South Africa
Wizeman beaten with 78 remaining
Nathan White (NAT), London
Gillwing beaten with 112 remaining
Christopher Byford (MOG), Northants
Gulpo beaten with 107 remaining
Brian Lelas (B.L), Dublin
Clawz beaten with 100 remaining
Nathan White (NAT), London

678780 Points (Spring Valley)
James A. Thompson (JAT), Hull

326 Link (Mystic Forest 1)
Nathan White (NAT), London
565420 (Mystic Forest)
Nathan White (NAT), London

370 Link (Soft Museum 1)
Nathan White (NAT), London

426Link (Splash Garden 1)
Nathan White (NAT), London

379 Link (Frozen Bell 1)
Nathan White (NAT), London
826100 Points (Frozen Bell)
Nathan White (NAT), London

157040 (Twin Seeds)
Nathan White (NAT), London

KING OF FIGHTERS '96 (SATURN)
Survival Mode (Level 8, Iori)
20'43
Yasuhiro Hunter (YAS), Oxford
Arcade Mode (Level 8)
3,564,200
Yasuhiro Hunter (YAS), Oxford

DIDDY KONG RACING (NINTENDO 64)
ANCIENT LAKE
Best Lap 18"71
Adam Berry, Bolton
Best Race 38"20
Adam Berry, Bolton

FOSSIL CANYON
Best Lap 29"26
Adam Berry, Bolton
Best Race 1'31"31
Adam Berry, Bolton

JUNGLE FALLS
Best Lap 19"66
Adam Berry, Bolton
Best Race 1'00"76
Adam Berry, Bolton

HOT TOP VOLCANO
Best Lap 29"70
Adam Berry, Bolton
Best Race 1'31"66
Adam Berry, Bolton

WALRUS COVE
Best Lap 44"51
Adam Berry, Bolton
Best Race 2'18"35
Adam Berry, Bolton

STAR CITY
Best Lap 37"95
Adam Berry, Bolton
Best Race 1'58"80
Adam Berry, Bolton

HAUNTED WOODS
Best Lap 22"63
Adam Berry, Bolton
Best Race 1'09"66
Adam Berry, Bolton

GREENWOOD VILLAGE
Best Lap 33"41
Adam Berry, Bolton
Best Race 1'49"13
Adam Berry, Bolton

FROSTY VILLAGE
Best Lap 22"95
Adam Berry, Bolton
Best Race 1'11"40
Adam Berry, Bolton

GOLDENEYE (NINTENDO 64)
FACILITY
9999 kills in 82 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 1'46
Luostarinen Tatu, Helsinki, Finland

CONTROL
9999 kills in 93 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 8'14
Luostarinen Tatu, Helsinki, Finland

BUNKER
9999 kills in 78 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 3'41
Luostarinen Tatu, Helsinki, Finland

BUNKER 2
321 kills in 11 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 5'21
Luostarinen Tatu, Helsinki, Finland

AZTEC
9999 kills in 108 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 8'21
Luostarinen Tatu, Helsinki, Finland

LYLAT WARS (NINTENDO 64)
CO 264
Greg Ihnatenko, Stockport
ME 373
Greg Ihnatenko, Stockport
KA 221
Michael Lai, Liverpool
SX 261
Greg Ihnatenko, Stockport
MA 205
Greg Ihnatenko, Stockport
AG 478
Greg Ihnatenko, Stockport
VE 230
Greg Ihnatenko, Stockport
Total Score 1940
Greg Ihnatenko, Stockport

TUROK: DINOSAUR HUNTER (NINTENDO 64)
Training Mode
2'37
Sam Vanhkonen, Finland

SUPER MARIO 64 (NINTENDO 64)
Koopa The Quick 17"0
Andrew Densley (ACD), Bath
Princess Slide 16"1
James Vincent, Co. Kildare
Level 13 180 coins
Michael Lai, Liverpool

STAR WARS: SOTE (NINTENDO64)
Mos Eisley and Beggars Canyon
3 minutes, 38 seconds
David Macfarlane (DSJ), Glasgow

MARIO KART 64 (NINTENDO 64)
LUIGI RACEWAY
Best Lap 27"05
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 1'27"66
George Papapetrou (GEO), London

MOO MOO FARM
Best Lap 24"97
Suman Miah (SUM), London
Best Race 1'17"86
Zack Papapetrou (ZAK), London

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'23"95
Paul Svensson (AAH), Sweden

KALIMARI DESERT
Best Lap 34"27
David Hines (EYE), Doncaster
Best Race 1'49"58
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 30"10
David Hines (EYE), Doncaster
Best Race 1'36"48
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"52
David Hines (EYE), Doncaster
Best Race 25"98
Marios Papapetrou (MAZ), London

CHOCO MOUNTAIN
Best Lap 24"81
Paul Svensson (AAH), Sweden
Best Race 1'21"63
George Papapetrou (GEO), London

MARIO RACEWAY
Best Lap 16"54
Paul Svensson (AAH), Sweden
Best Race 54"01
Tatu Luostarinen (TJL), Helsinki, Finland

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 22"41
George Papapetrou (GEO), London

SHERBERT LAND
Best Lap 33"89
David Hines (EYE), Doncaster
Best Race 1'42"82
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 34"33
David Hines (EYE), Doncaster
Best Race 1'47"38
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 38"42
George Papapetrou (GEO), London
Best Race 1'57"54
George Papapetrou (GEO), London

DONKEY KONG'S JUNGLE PARKWAY
Best Lap 6"73
George Papapetrou (GEO), London
Best Race 38"74
David Hines (EYE), Doncaster

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 1'14"62
David Hines (EYE), Doncaster

BANSHEE BOARDWALK
Best Lap 35"94
Paul Svensson (AAH), Sweden
Best Race 1'49"02
The Ultimate (TUL), The Netherlands

RAINBOW ROAD
Best Lap 1'17"98
David Hines (EYE), Doncaster
Best Race 3'57"47
David Hines (EYE), Doncaster

WAVE RACE 64 (NINTENDO 64)
DOLPHIN PARK
Stunt Score 20873
James Vincent, Co. Kildare

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"375
Stephen Wake, Doncaster
Stunt Score 18497
James Vincent, Co. Kildare

SUNSET BAY
Best Lap 0'21"171
Barry Morgan (BAD), Luton
Best Race 1'09"473
Barry Morgan (BAD), Luton
Stunt Score 20391
James Vincent, Co. Kildare

DRAKE LAKE
Best Lap 0'24"199
Stephen Wake, Doncaster
Best Race 1'15"326
Stephen Wake, Doncaster
Stunt Score 21203
James Vincent, Co. Kildare

MARINE FORTRESS
Best Lap 0'23"760
Chris Murphy (CHR), Manchester
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 24621
James Vincent, Co. Kildare

PORT BLUE
Best Lap 0'28"286
Stephen Wake, Doncaster
Best Race 1'27"580
Stephen Wake, Doncaster
Stunt Score 37246
James Vincent, Co. Kildare

TWILIGHT CITY
Best Lap 0'29"310
Stephen Wake, Doncaster
Best Race 1'30"561
Stephen Wake, Doncaster
Stunt Score 22268
James Vincent, Co. Kildare

GLACIER COAST
Best Lap 0'27"523
Chris Murphy (CHR), Manchester
Best Race 1'27"368
Chris Murphy (CHR), Manchester
Stunt Score 36080
James Vincent, Co. Kildare

SOUTHERN ISLAND
Best Lap 0'25"042
Stephen Wake, Doncaster
Best Race 1'19"552
Stephen Wake, Doncaster
Stunt Score 24023
James Vincent, Co. Kildare

TEKKEN 3 (ARCADE)
Game Complete (Kuma) 2'51"25
MC Okwuosa (MCO), Holloway

DEAD OR ALIVE (ARCADE)
Normal Mode 3'30"03
Kasumi
E. Nettey (MAN), London

Burst Mode 3'47"31
Kasumi
E. Nettey (MAN), London

HOUSE OF THE DEAD (ARCADE)
Rank 1 66240, all hostages saved
Themis Bakas (ACE), Nunhead

VIRTUA STRIKER 2 (ARCADE)
Tournament won (Spain)
22 goals scored, 2 goals conceded
Themis Bakas (ACE), Nunhead

TOP SKATER (ARCADE)
S Class 29400, Course 1
Themis Bakas (ACE), Nunhead

SCUD RACE (ARC)
Beginner Night Race
Best Lap29"31
Paul Clays (P.C), Ostend, Belgium
Best Race 2'00"61
Paul Clays (P.C), Ostend, Belgium



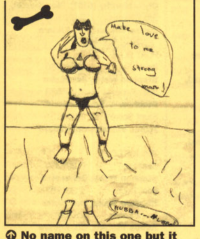
drawinz wot you dun

Now Listen! All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section.



I'm afraid your drawinz seem to be getting more violent, more gory, a tad sick even... good! Keep on scribblin'.

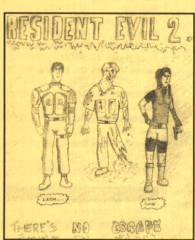
But yes even I, the hardest, dirtiest dog on the block can tire of mere gratuitous violence. So how about gratuitous violence with a comedy edge? Gore with a gag if you will. By the way I have a special fondness to anything related to martial arts, so bear that in mind.

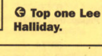


No name on this one but it had to go in anyway. Oh yeah!

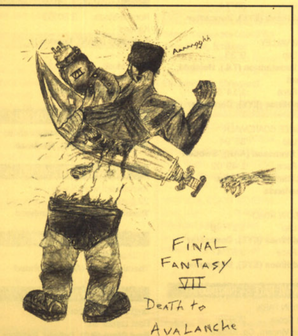
THE C.V.G. ARENA OF DEATH 2
THIS WAY
CRACK
YOUR HOST IS HERE, THE BIG DOG, HUNTER!
THE DEATH ARENA BRINGS
THE HEAVY WEIGHT LEGEND MARIO
HMM
AND THE CHALLENGER, CLOUD
AND MARIO HITS FIRST!
FLAMIN FIST
NO RULES ALLOWED
HA HA HA HA
THAT MUST HAVE HURT
BUT WAIT, HE'S STILL STANDING
AND WHAT'S HE DOING NOW?
NAME CLOUD
ATTACK MAGIC SUMMON ITEM
OH, SHII! IAEEEE!

Part 2 of the Arena of Death from Robbie Morrison. Good.





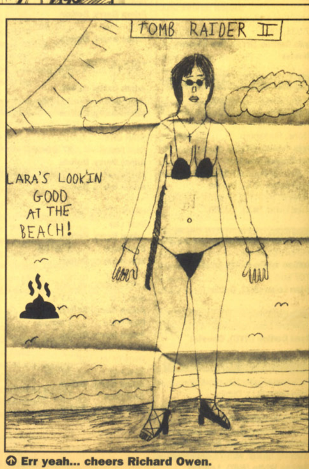
Top one Lee Halliday.

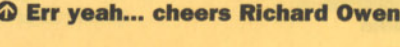


Shane Ellis you're a sick man.

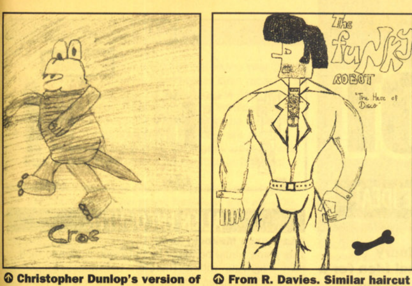


Yoinks! Nice one Rebecca Morris.





Err yeah... cheers Richard Owen.



Christopher Dunlop's version of Croc. Nice.

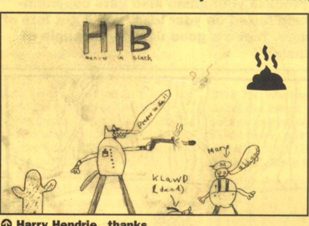
From R. Davies. Similar haircut to Paul Davies.



You're a crazy dude Gareth Morgan.



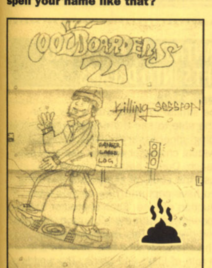
Danial Peirce with a fine effort. Are you sure you spell your name like that?



Harry Hendrie...thanks.



Cool artwork Yuko toda.



Cool Boarders by Christopher Dirollo. Superb. Nice log joke.



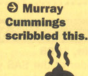
A sterling effort from Peter Karn.



James Littlejohn-Turrif, a keen *Banjo Kazooie* fan



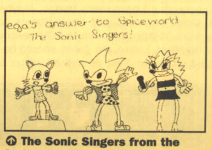
Murray Cummings scribbled this.





More babe action from Dave Green.

Kill all worms! They must be exterminated! Kenneth Robertson, well done.



The Sonic Singers from the funky pen of Rosie Culley.

drawinz wot you dun

Send 'em in to:

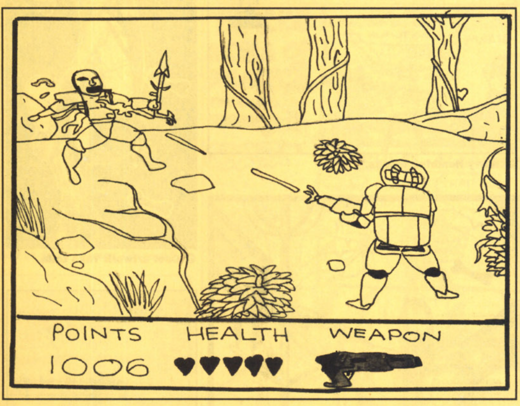
drawinz wot you dun

CVG, Emap Images, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'.



Welcome once again to the magical world of imaginary games, suggested by you. If you've got an original idea for a game, send it to the Melting Pot, and we'll give you our expert opinion of it. In the process your game also gets copyrighted, so if anyone makes a game based on your idea, you'll get lots of fast cars and cash in exchange. That's a good deal for a couple of hundred words and a 'screenshot'!



PROBE

©Alex Colling and Ian Lawlor, Burnopfield, 1998

This is a platform shoot 'em up. You are Probe who is a Zorgorian from the planet Zorgo. He is on a mission to retrieve the Borsaiken cannon from the hands of the evil emperor Karow who plans to destroy the galaxy. There are 26 levels. At the end of each level you need to defeat a boss and then collect a part of the Borsaiken cannon. You will then be teleported to another planet to begin the next level. On each level you can pick up hearts which will give you health and you can pick up certain weapons too.

CVG: It took the two of you to think this up. Incredible what two apes can do when they put pen to paper for ten minutes. By the way, is Burnopfield real or did you make that up too?



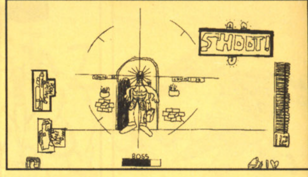
S.A.S. COUNTER T

©Adam King, Hitchin, 1998

You are the commander of the SAS your job is to counter terrorism. You engage in terrorist situations, hostages etc, you have lots of equipment at your disposal. The Troops: Not many people get into the SAS. so as a result you don't have many troops. Maybe 20-30. This may sound a lot, but they have got to last. Goal: You must stop the terrorists doing whatever their objective is. Missions: These will vary from hostage rescues to POW rescues to finding and disarming a bomb. Maybe 50 levels altogether. I think the game should be made on 64DD as then more scenarios could be loaded on to the disc, as well as higher enemy intelligence.

CVG: A game based on the SAS would be cool, but you need to tell us more about what's going on here.





ALIEN ENCOUNTER

©Lawrence Mallock, 1998

This game would be made by Rare with Nintendo, and have a light-gun with it. There are two modes, Sniper which is the easier, and Smart Ass which is for pro's. The game will be for N64 DD though it will take up a lot of memory. The game is about a man called Rico, with a crew called Dusam 16 who land on this planet with aliens on it. The point of the game is find a secret alien weapon, and if you complete the game with Smart Ass mode, you get to fire the secret alien weapon. You will also be able to have four player death matches, with a choice of up to 20 characters.

CVG: Seen Starship Troopers then, eh Lawrence. So, a shoot 'em up – by Rare? Wouldn't it be full of cute characters and some monkeys? We're looking forward to Tomorrow Never Dies more.



FINAL FANTASY VII FEATURING NIGHTS INTO DREAMS

©Alistair Fairclough, 1998

This game would be similar to *FFVII*, with a few alterations. You would be able to see the enemies on-screen, thus stopping unnecessary battles. The player can give each individual character orders, and play separate games with each. During battles however you would be able to use the souls of characters (including enemies) which you have captured. The second alteration, is the introduction of time. Each character has a watch, which can be viewed with the L2 button. At night you go to sleep, and dream... This is where Nights comes into play. The character who has been sent to sleep replaces the role of Elliot and Claris. The worlds in Nights are replaced with the area the character is currently located, in *FFVII*. Depending on how many points you score in Nights, your abilities in *FFVII* change. During the game of Nights you will come across the enemies in the corresponding area of FF. If you defeat them in Nights then you can control their souls in your battles. If you want to control your friends in battle then you must 'charm' them in Nights. FF would also feature the A-life and Cybersound features from Nights. The time function in *FFVII* would allow seasons, time zones etc. The possibilities are endless. When the game is completed a new multiplayer option would be revealed. One could use any of the characters and play co-operative, or death match game in the *FF* world. This game would be excellent as it would feature the combined effort of arguably the greatest developing companies, Sonic Team and Squaresoft. It would be a brilliant showcase for the new Sony and Sega machines.

CVG: An interesting idea, but you'd be stuck in the middle of trying to play two of the greatest games ever. What a dilemma, bringing them together may mean some people never leave their homes again! Any more suggestions for the interweaving of classic games? Let's have them.



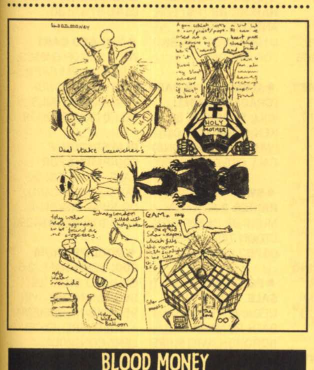
RAX

©Chris Nairn, Horley, 1998

If I could make a game it would be set in the year 2150 where the human race has joined other alien races. It's about an alien called Rax. He works for the 'last line of defence' police force. He discovers the President of Earth is going to do an illegal bio test on the dead. As he is too late, these man eating zombies are stalking the city. He has got big guns with snipers, uzi's, lances. He's got to stop them otherwise his race is finished!

CVG: You lot are obsessed by zombies aren't you? We said last month no more Resident Evil rip-offs. So stop it.



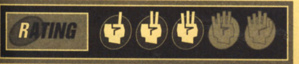


BLOOD MONEY

©Shane Ellis, Boston, 1998

This is a *Doom* style game. You control a preacher who is also a rock-hard mercenary. he has been hired by the Pope to kick the ass of loads of evil demon-like, vampire-like scum. Who are running around the Earth after French nuclear testing in the South Pacific opened up a fault and let them all escape. The game consists of the preacher running around with various weapons to dispose of the beasties. These weapons include a dual stake launcher, a holy water pistol, holy water grenade, holy water balloon and a condom filled with holy water. There is also a solar weapon which concentrates the sunlight to burn them back to hell. The enemies would have a 'From Dusk 'til Dawn' look about them, with look-alikes of zombies, hell-hounds, bats, vampires, ghouls etc. As the game progresses you visit various countries where the local servants of Satan join in, say, Mummies in Egypt. You get the chance to blow away lots of civilians of different nationalities adding to the fun, but they're going to die anyway, so what the hell. The final confrontation starts with you revisiting the head vampire's castle in Transylvania and blowing him away with ease, but then you get sucked into hell to take on big boy himself. After this you nick the lord of the underworld's crown, collect the Pope's reward and then go on a nice long Caribbean break with your new found little friends from downstairs.

CVG: Strewth! Not bad, but you borrow from so many sources, including the new Godzilla movie. If all the civilians are going to die anyway, why does the Pope hire you to kill all the creatures? Could be a very cool game though. But Shane, cut down on the coffee.





NIGHTS RPG

©David Wilkinson, North Finchley, 1998

My idea for a game would be a *Nights* RPG. It would be in the third person perspective, where you take on the role of Claris or Elliot. You would walk around Twin Seeds doing everyday things like going to school, playing basketball, going to the theatre etc, and at any time you could bunk-off school or go home and go to bed. You would then be transported to the Nights dreamworld, where you would be able to walk about, talk to pians, practice your singing or even become Nights and fly around in full 3D, instead of being 'on rails'. Of course, the plot would have to be developed more, but just imagine how cool this game would be.

TREKKEN

©Laurence Robertson, Daydream productions, 1998

A 3D fighting game featuring characters from Star Trek. Spock's special move, the Vulcan mind meld which renders its victim into a catatonic state. Fist fighting specialist Jim Kirk and Bones could have a choice of surgical implements to choose from as weapons. In addition, special hidden bosses from that bald bloke in the original Star Trek series to the Borg. There would be loads of characters to choose from ranging from the first series, the films and the Next Generation. Your quest: to discover Boldlygo, where no man has gone before.

HIGH FIVE! HIGHEST CVG RECOMMENDATION

CVG: The work of a true genius. So simple, yet so clever – such a fine line.

SIM ALLOTMENT

©Jonathan Magnet, Northampton, 1998

This game is designed to encourage old people to get into video games. You start off with an empty plot of land and your weekly pension money. You buy seeds with your money and grow sim potatoes, cabbages, carrots, peas etc. You have to water your vegetables, and remove the weeds. When the vegetables are grown you dig them up and enter them into competitions where you can win rosettes and ribbons.

CVG: Short, sweet but has all the makings of a classic game. Even targetting an older age group to give it a go. You could also include a bit where the oldies have to get a bus in the morning to go to the shops, and when they get on they can't stop talking, and they have those trolleys with wheels on the bottom getting in the way of everyone else, and...



CVG: You want an RPG where you just go around doing the things you normally would, like going to school, and when you go to sleep you enter a dreamworld. We've got a good name for a game like that, and it's called LIFE! NIGHTS is an awesome game, turning it into a RPG, would kind of lose the appeal.



ZOMBIE CARNAGE

©Adam Insam, Adam Games, 1998

CVG: We said no Res. Evil rip-offs ok. Which means no zombies either, not for a while anyway. But this is an arcade shoot 'em up, so we will include a screenshot. It's for up to three players and involves radiation and warning the President, plus the zombies throw their limbs at you!



BULLET

©Philip Concannon, Killarney, 1998

Bullet is the greatest light gun game ever. Instead of normal games where you just blast away at the screen and go where the game takes you, this game allows the player to move their viewpoint by holding a button on the gun and it is possible to run in that direction by pressing on the pedal. A soft press to walk and push it down to run. This opens up a whole new aspect of gameplay because by travelling around secret rooms can be accessed, bonus points won, and lifespan of the game extended. The game is mission based where you play as a top secret agent who must undertake various tasks. The freedom of the game also helps with the missions, as they can be completed or failed on the basis of the player finding the best route to take. For example in a mission where somebody must be assassinated the player must find the best spot to gun him down from. It is the gameplay system rather than the game I'm trying to promote. Perhaps Namco could use this system as a sequel to *Time Crisis* or Sega as another *Virtua Cop* game.

CVG: The greatest light gun game ever, not with 'graphics' like those it isn't, but we understand what you're saying and it is a worthy cause. There are some who love their 'on-rail' shoot 'em ups however, and the freedom could make this a difficult game to work well in arcades.





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AMAZING TECHNIQUES PLUS ALL THE SECRETS IN THE GAME REVEALED!

Not... enough... room! We've got a lot to fit in here, so no waffle. Just tips on rocket jumping and BFG jumping, and a list of all the secrets in the game. More tips and things next month.

ROCKET JUMP

Rocket jumping lets you get considerably higher than normal. Make sure you've got a decent amount of armour and health, plus a Rocket Launcher and some rockets (obviously). Now just look at the floor and press the fire and jump buttons at the same time to rocket jump! Using this technique while running lets you get to lots of sections that normally take a long time to reach.

BFG JUMP

It sounds strange, but it's possible to do ENORMOUS jumps using the BFG 10K! All you need to do is look straight at the floor and press the fire button to charge your BFG. After the initial flash, wait for the rumble and hold a direction (if you're playing as a right-handed character, strafing left makes you travel further, and vice-versa). You don't need to jump, but you'll go right up into the air and very quickly to the side. Practice on the Outer Courts (City1) level and you'll find you can get right up the outside of the palace in one jump! With Energy Armour you'll only lose about 20% health. You can download a demo of Ed performing these special jumps from **www.game-online.com**

SECRETS GUIDE

Here are very, VERY brief descriptions of the locations of all the secrets in the game.

MISSION 1

OUTER BASE

1. *5 Grenades, 3 Armour Shards*
From the start, go through the window, down the ladder and crawl to the end of the low room. Now go into the water and swim under the wall to the right.

2. *Silencer*
Crawl under the stairs which lead out to the water.

3. *5 Grenades, 2 Medkits*
In the end room, go behind the stairs leading to the lift and shoot the button on the ceiling to open the wall.

INSTALLATION

1. *Shotgun*
Before the sewer section, turn left into the under-ground water section. Shoot the crack in the wall.

2. *Super Shotgun*
In the end room you can walk down into a red under-ground section. The Super Shotgun is easy enough to find down here.

COMMS CENTRE

1. *2 Bullets, Medkit*
As you reach the first watery room, get the Rebreather and swim down to the right of the steps. Go into the floor and swim left into the passage to a hidden room.

2. *Access to Lost Station*
Go to Secret 1 and get in the lift in the room.

LOST STATION

1. *Silencer*
Near the first "train" ride, find the stacks of crates and jump from the left pile to the right and drop down the back.

2. *Rebreather, 4 Armour Shards, 2 Stimpacks, Bullets, Shells*
Drop into the water at the first train ride and turn around on yourself. Swim along the tunnel to the stairs leading out of the water.

3. *4 Stimpacks, Bullets, 5 Grenades*
Ride the train down the shaft, then get off and drop into the water. Go left and shoot the button on the wall to open another passage behind you.

4. *Medkit*
Shoot the button which raises the ramp to the red key and go underneath instead of up it.

5. *Adrenaline, 2 Armour Shards*
Just before the room with the tower in the water, go right and around until you are looking down with a button on the wall ahead of you. Shoot the button and watch out for the lasers, then drop down and go through the door and into the water.

6. *Invulnerability, 2 Medkits, Flak Jacket, 2 Shells*
From where you use the red key, swim down and shoot the wall to open a hidden door.

MISSION 2

AMMO DEPOT

1. *Quad Damage*
In the first main room, go to the far end and shoot the button up in the ceiling.

2. *First Aid, 2 Bullets, Stimpack*
When you press the button to bash the door open, press the button just behind you to open the floor just outside the control booth.

3. *Chaingun, 10 Grenades, First Aid*
At the far end of the bridge over the lava, drop down to the side and crawl underneath.

SUPPLY STATION

1. *Combat Armour*
Near the start, drop down into the trench and push the odd piece of wall.

2. *Quad Damage*
Get on the moving crate and crouch on top of it until it goes into the hole in the wall.

3. *Mega-Health*
In one of the sections with masses of crates, shoot the one that's a different colour to open a small passageway.

WAREHOUSE

1. *Adrenaline, Flak Jacket, 10 Grenades, 3 First Aids, 2 Bullets, 2 Shells*
Before the spiral stairs, go behind the crate pile by the previous stairs. Shoot the button to reveal more stairs.

2. *Quad Damage*
By the switch that activates the moving platforms across the pit, shoot the button on the ceiling to reveal a hidden ladder.

MISSION 3

MAIN GATE

1. *Rebreather, 3 First Aids*
Right out of the first room, drop off the ledge into the water and head back under the ledge towards the start building to find a passageway.

2. *Jacket Armour*
When you get into the main building, press the alarm button and the wall to your right will explode. Climb along the computers by the wall to get onto the ledge.

DETENTION CENTRE

1. *Energy Armour, 2 Adrenalines, 3 Cells*
In the section within a room with locked bars around it, press both switches on the outside then the one inside quickly. Now you can get down in the middle.

2. *Combat Armour*
In the room looking down on the holding pen section, shoot the button behind the gunner on the opposite ledge. Move quickly so that you can get under the stairs that rise up.

SECURITY COMPLEX

1. *Grenade Launcher*
By the yellow lasers leading to the Guard House, shoot the wall to the right (with some grenades in front).

GUARD HOUSE

1. *Adrenaline*
As you get outside for the first time, look around the middle bit of wall to find a sticking out brick. Push it and go under the left ramp.

2. *First Aid, Heavy Pack*
As you get to the stairs leading down to the room containing barrels and Enforcers, shoot the cracked wall.

3. *Grenade Launcher, Medkit*
In the destroyed section with two broken doors, crawl through the right-hand one.

TORTURE CHAMBERS

1. *Hyper Blaster, Cells*
At the start, go past the lift and go outside. Walk to the right and behind the building.

2. *Invulnerability*
In the A Block, go into one of the cells in the corner and shoot the out-of-place brick.

3. *Quad Damage, 5 Grenades, Cells, Slugs, Rockets*
Once you've got the Invulnerability (from Secret 2) head to the room where the prisoner gets lowered into the lava. Turn the Invulnerability on and jump into the lava to get the goodies.

MISSION 4

MINE ENTRANCE

1. *Rocket Launcher*
Look out for the sparking red wall panel while on one of the outside walkways and shoot it to make it explode.

UPPER MINES

1. *Quad Damage*
After using the ventilation system, shoot the sparking panel to your left.

2. *Medkit, 2 Bullets*
By the floor switch that moves the bridge across the chasm, turn to the right (while looking at the bridge) and shoot the wall at the end.

BOREHOLE

1. *Combat Armour, Rockets*
At the bottom of the big stairs the "secret" is simply underneath.

2. *Adrenaline, 3 Armour Shards*
After turning on the lift, go into one of the holes the Gunners come from and shoot the wall.

3. *Adrenaline*
When you reach the pit with two pathways leading off, drop down to the side of the walkway and into the water by the side.

DRILLING AREA
1. *Invulnerability*
After shooting the fuses out and going through the grate, head down the tunnel and shoot the crack on the right.

2. *Adrenaline*
At the end of the stage climb up the crates by the lift.

MISSION 5

RECEIVING CENTRE
1. *Combat Armour, 2 Rockets, 2 Bullets*
After going up on the moving platforms you'll see three alcoves in the back wall. Push on the middle one.

2. *Rail Gun, 5 Grenades, 2 First Aids*
In the outside section with the waterfall, drop into the water below and walk into the passage underneath.

3. *Access to Sudden Death*
In the same area as Secret 2, run from the bridge and jump on top of the waterfall.

4. *2 First Aids, 2 Shells*
After returning from the Processing Plant, go to the end of the level and you'll notice a pillar with a hole in it. Shoot the button inside to open a nearby wall.

PROCESSING PLANT
1. *Quad Damage*
After turning off the first machine go to the top of the nearby ramp and drop down by the wall. Jump out of the acid onto the platform under the ramp.

2. *Adrenaline*
After riding the conveyor to the top section, shoot the button on the ceiling to open the secret behind you.

3. *Energy Armour*
In the room with the fast conveyor, turn the machine off and crawl back into the hole it came from.

MISSION 6

POWER PLANT
1. *Adrenaline, 2 First Aids*
Cross the bridge into the main building and shoot the flashing light.

2. *BFG 10K, Cells, 2 First Aids*
In the room with the big green character on the wall (where the Iron Maidens attack), shoot the barrels in the corner.

REACTOR
1. *Adrenaline, 2 Armour Shards*
Keep your eye out for a hidden panel on one of the corridor end walls. You'll see the indented outline through one of the doorways.

COOLING FACILITY
1. *Adrenaline, 2 First Aids, 5 Grenades, 2 Bullets*
Open the floor, then follow the water around the first bend. Jump out of the water to the left and go down the ladder you'll see.

2. *Mega-Health*
Follow the river to the end and ride one of the moving platforms to the top. Now drop off so that you land on the platform just under the ledge.

3. *Mega-Health*
When you press the second pump switch, head back to where you pressed the first pump switch and you'll find a section of wall will have blown open nearby.

TOXIC WASTE DUMP
1. *Enviro-Suit, Cells, 4 Armour Shards*
When you reach the bridge with the raised acid river below, use an Enviro-Suit or Invulnerability and drop off into the acid river. Swim along until you find the secrets.

2. *Invulnerability, Adrenaline, 3 Armour Shards*
When you come across an Enviro-Suit in a dead end sitting next to some acid, put it on and jump in. Now swim down to get the goodies.

PUMPING STATION 1
1. *Adrenaline*
After going up on the first lift, shoot the first flashing light to blow up a nearby crate.

2. *BFG 10K, Adrenaline, 2 First Aids, 2 Bullets*
In the same room as Secret 1, shoot the cracked pipe and jump in from the top of the crate stack.

3. *Quad Damage*
Once you've got into the pipe (Secret 2), go to the end and shoot both bits of grating on the building outside.

PUMPING STATION 2
1. *Adrenaline*
Near the blue door you'll find a small ledge running around the edge down below the walkway. Drop onto it and walk around to the left.

2. *Invulnerability*
Turn the pump on then blow the nearby barrels up to blow a hole in the floor. Drop down and look for the shape of a door on the sloping wall. Shoot it.

3. *Quad Damage*
Near the end of the level, use an Enviro-Suit to swim down into the big pool of acid. The Quad is on a shelf to the side.

MISSION 7

There ain't no secrets here, buddy.

MISSION 8

OUTER HANGAR
1. *Adrenaline*
Go down in the lift which takes you to the room below where you started and jump behind the big pipe coming from the ceiling.

2. *Combat Armour, Cells, Shells, 2 Stimpacks*
In the water section you'll find a well with spinning blades inside. Swim around the outside and shoot the red fuse to turn them off, then swim down the well.

3. *Access to Comm Satellite*
From the well tunnel (Secret 2), go through the end door and into the special blue teleporter around the corner.

COMM SATELLITE
1. *Adrenaline*
One of the corridor sections has a big gap leading out into space in the middle, with thin metal bars below. Drop onto the bars and jump along to the end to get the Adrenaline, then come back again.

2. *Adrenaline*
After blowing up the satellite dish, go back to the teleporter to the previous level and turn right by the door. Drop down onto the ledge below.

RESEARCH LAB
1. *Quad Damage, Slugs*
Go to the translucent bridge and shoot the cracked marine cage on the right.

INNER HANGAR
1. *Adrenaline*
Right at the start, shoot the sparking computer.

2. *Quad Damage*
From the big pool with rotating blades you'll come to a room with rounded crates at the top of a small ramp from the water. Shoot them.

3. *Body Armour, 2 First Aids*
Jump over the water on the moving platforms and press the switch that starts up the four lifts. Now drop down and swim underneath the ledge with the switch on it.

4. *Adrenaline*
In the big room with the bit of platform going out into the water, drop off the end and swim around to find the secret.

5. *Body Armour*
Right by one of the exits, shoot the odd-looking piece of wall at the end of corridor.

LAUNCH COMMAND
1. *BFG 10K, Medkit, Cells, Rockets, Bullets*
At the start of the level, rocket jump (or BFG jump) onto the ledge with the black hole generator.

2. *5 Grenades, Cells, Slugs, Shells, Bullets*
Also near the start, look out for the cracked window on the left. Shoot it to get to the water containing the secret.

MISSION 9

BADLANDS
Bad news – the Badlands don't contain any secrets.

OUTER COURTS
1. *Energy Armour, Medkit*
From the outside area at the start, go into the lava cave and shoot the cracked wall.

2. *Adrenaline, Body Armour, 2 First Aids, Rockets, 10 Grenades, 2 Bullets, Slugs*
In the same first outside section, walk up the rocks to get on the top of the door and press the switch.

3. *2 Medkits*
When the alarm's going off, go back to the first outside section and climb up onto the door again. Keep climbing up to the right and the alarm will have opened a door at the top.

4. *Adrenaline*
When you pick up the Data Spinner, shoot the panel to the right to find a switch. Press it.

5. *Red Key (used in Upper Palace Secret 5), Energy Armour, Medkit, Cells, Slugs, 5 Grenades, Rockets*
After returning from the Lower Palace and deactivating the red barriers, enter the sewers leading to the other Lower Palace exit and enter the previously-locked room.

LOWER PALACE
1. *Quad Damage*
From the main start of the level you'll see the Quad Damage on a pillar. Shoot both of the pictures on the walls of the room to lower it.

2. *Energy Armour, Adrenaline, First Aid, Bullets*
From the sewer entrance (by Outer Courts, Secret 5), head up the first slope and shoot the grating on the left.

3. *Energy Armour, Adrenaline, First Aid, Bullets*
When you use the switch to unlock the green door, press the panel to your left.

4. *4 First Aids, 5 Grenades, 3 Bullets, 2 Rockets, Cells, Slugs, Shells*
After turning off the yellow barriers, go back to the lower exit to the Outer Courts and go through the grate (Secret 2). Climb the ladders right to the top and jump over to the secret.

5. *2 First Aids, Rockets*
Shoot the computer display near the lift which leads on to the Upper Palace exit.

UPPER PALACE
1. *Adrenaline, Slugs, Cells*
From the upper start (after Lower Palace Secret 5), turn off the right-hand red barrier and look up on the other side. Shoot the button.

2. *Medkit, Combat Armour, 2 Cells, Slugs*
On the main bridge walkway, go through the door away from the picture on the wall. Turn right straight away and go down the hole.

3. *Enviro-Suit*
From the lower entrance, go up the stairs and into the hole at the end. As you walk towards the yellow barrier, enemies come from holes in the wall, one of which contains a button you should shoot.

4. *Body Armour*
Deactivate the yellow barriers and head through the one nearest to Secret 3, then press the switch in the next room. Now shoot the mud wall in the middle of the bricks which are revealed.

5. *Secret id Software room, Enviro-Suit, Adrenaline*
Do Secret 4, then look at the pool of acid in the corner. Press the tiny brick in the corner then drop into the acid (while using an Enviro-Suit or Invulnerability) and swim through the tunnel. You'll come out in a super-hidden id Software room with John Carmack's head in a jar. Use the red key from Outer Courts Secret 5 to drain the liquid, then shoot the glass.

6. *Invulnerability, Energy Armour, Slugs*
From the lower entrance, go up the lift and through the small passage to the left. Shoot the slight door shape on the wall in the next room.

7. *Quad Damage, 3 Medkits*
When the lasers shoot out of the wall and down the corridor at you, drop off the edge of the path and into the lava. Quickly run along and out to the left.



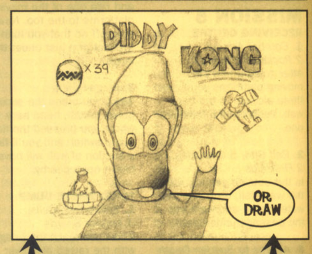
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